

GAME BOY EXCITEMENT

# GB ACTION

AUGUST 1995 £2.50

**Primal Rage  
Exclusive  
Review  
Inside!**



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Choplifter III  
Desert Strike  
Jungle Strike  
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ISSUE 35

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# PURE GAME BOY EXCITEMENT

# GB ACTION

**Dear Readers,**

Here we are with yet another action packed G B Action full of games reviews and special features. This month we were lucky enough to get our hands on Primal Rage, a stunning bit of kit, and guess what. You get an exclusive. Yes a total exclusive of Primal Rage on the Game Boy and it's only in your favourite Game Boy magazine G B Action. Firstly we take you on a tour through the making of a game that has reawakened all my reviewers games playing senses or so I'm told. Then we give you the review of a game that really will make headlines. It's all Primal Rage of course. We also have another new game for you this month in the shape of NFL Hockey 95. This is another game that points to the great things going on in the computer games industry because it's excellent very playable to put it simply. We also take a look at three helicopter gunship games available for the Game Boy. All are really pretty good as you can see for yourself. Firstly there is Choplifter three which seems to be an old favourite around the office and has had a lot of use in the last month, and then there is Desert Strike and its follow up Jungle Strike. Two excellent games that have kept thousands of people locked in tactical combat for hours on end. Of course

we also have our usual Manga Page that should really be perfect for all you Manga fans this month as you'll get news of some pretty hot releases. Unfortunately this month with all our hot reviews and the Primal Rage Exclusive we've been forced to leave out the letters page this month, but to all of you who wrote in fear not as the page will return next month so you can air your views and ask advice, so until next month good-bye and good games playing!

**Toby Gunton, Editor.**

**Marcus Lane,**

Well although I was supposed to spend my time checking out some serious shoot 'em up gunship helicopter games for you, I have to admit that I've spent much of my time playing Primal Rage because it's the greatest creation since avocado and blue cheese on toast (something to which I am rather partial). So check out the review of an ace game.

**Richard Attock,**

I got away with playing the new Primal Rage game as much as I wanted to because I'm the man who reviewed it. It really is as good as it looks and infact it could be said that it's even better than that. Anyway read my review to get the real low-down on what I think is the game of the year.

# GB ACTION

## PURE COLOUR GAMING



### PRIMAL RAGE EXCLUSIVE

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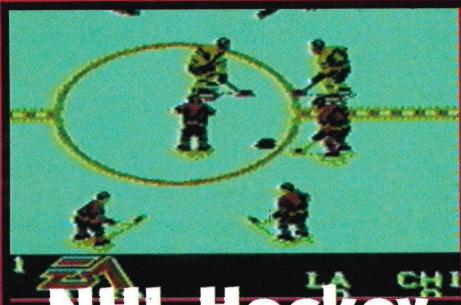
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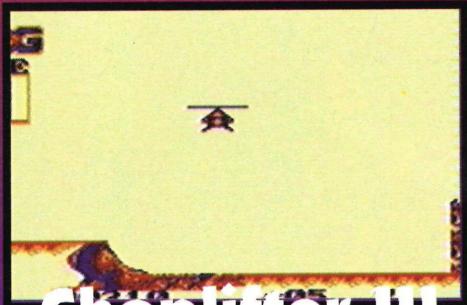
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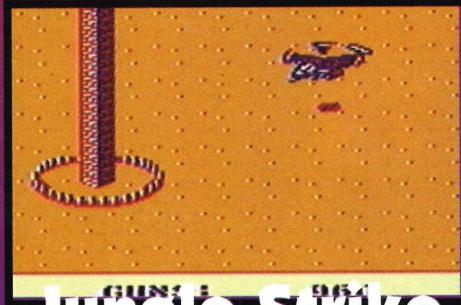
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# THE MAKING OF PRIMAL RAGE

**It's big, It's bad, and it's prehistoric. It's also out now so lets check out the latest fighting sim to hit the streets and see if it's as good as the hype says it should be!**

**W**e're going to take you on a journey through the whole process of producing what must be the games release of the year. First we'll take a pretty in depth look at how the game was produced before we get on to the serious part of what the game actually entails. Lets take a closer look.

**IN THE BEGINNING...**  
Well as many of you will know this monster of a game started its life as a pretty hot coin-op. The whole idea of the game started as a twinkle in the eye of its creators over two years ago when it was decided that a prehistoric beat 'em up would really get things moving. Weather this game will be a hit or not depends ultimately on people like yourselves, the game buying public. It does however deserve to be a huge hit and if I may offer you some advice I'd say that even if you only buy one game for your

Game Boy this year, make it Primal Rage because it's quite simply a storming game. The idea was to take a whole bunch of seriously hard prehistoric beasts and put them into a one on one fighting sim. Sounds easy? not when you want to turn this into the game of the year. The game started its development stages as a fight between two Tyrannosaurus Rexs. It was a showcase piece. Dennis Harper the games producer and Jason Leong the lead animator recognised what a hit this game could really be so set about creating loads of new characters, other big bad and ugly monsters that could have their own very special characteristics and moves.

### HOLLYWOOD!

It's really not that surprising that the game is so good considering the development that went into it. There were thirty members of the team and the way it was run was it seems



more like a Hollywood film crew than your typical games development team. That's because this really was from the beginning a full on project that was aiming for nothing but the top. Hollywood talent was grabbed including Pete Kleinow the legendary stop-motion animator whose previous involvement's include "Gumby" and "Army Of

Darkness". Dan Platt an expert in movie monster animation was also grabbed for the development team, as well as these two obvious talents there were also just under a dozen other animators involved. These were the guys who were involved in the essential tasks of creating such extras as background screens and all the bits and pieces such



# GE

## STOP-MOTION EXCELLENCE

The real challenge was to give the creatures a realistic lifelike set of moves and actions. It was decided that the stop-motion process would be the only way to guarantee the high quality now expected. This process had never been attempted on such a scale but this was not to hold the Primal Rage team back. Stop-motion filming basically allows the characters in the game to move with amazing detail and

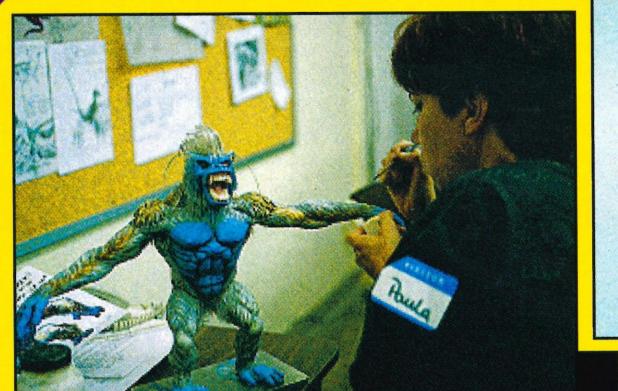
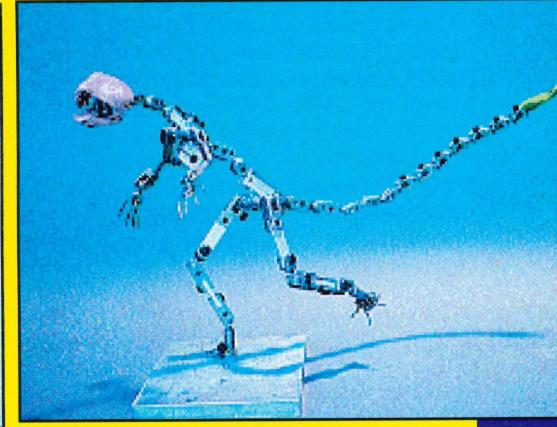
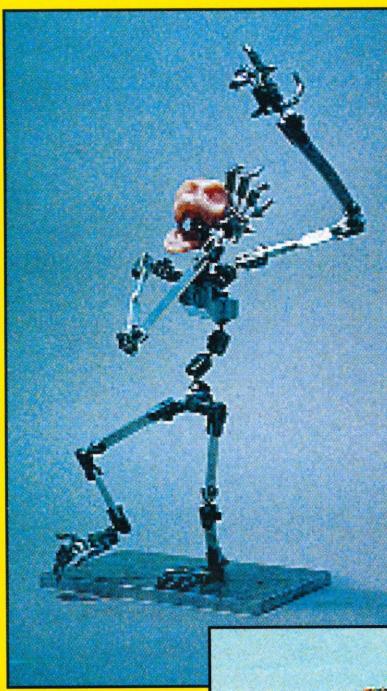
hundreds of tiny movements make the creatures appear surprisingly alive. This whole idea is actually achieved through the very slow and laborious task of filming minute movements of a puppet armature which can lead to the creation of amazing sequences of movement made up of many tiny movements. The fact that the puppet can be moved into so many different positions means that you are not as

limited as some of the fighting games that simply digitise human movements. The whole effect of this process is the appearance of some seriously life like characters on your otherwise very flat, very small, and very green screen. I have actually had a crack at the game on the Mega Drive and let me tell you it's pretty dam good. The colours the sound the action, this has to be the game of the year.

as fire balls without which the game would be utterly incomplete. It's people like these who complete your game playing enjoyment and make the games what they are. In this case they really deserve some credit because they've done a great job reaching like the rest of the game top quality.

### BIZARRE BEASTS FROM BIZARRE IMAGINATIONS!

There were some problems that had to be overcome and these included the overall problem of making dinosaurs into really great fighting machines. The main problem wasn't really appreciated to start with as they were using T Rexs. The problem is that most dinos led there lives on all





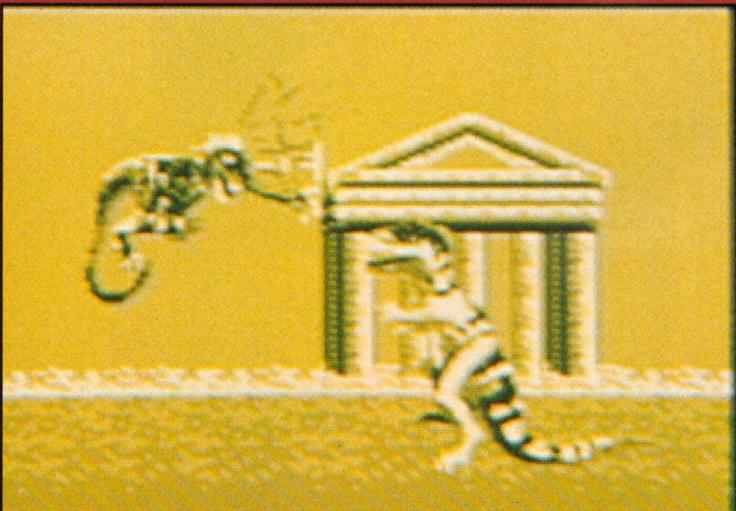
four legs and this meant that it was not as easy to give mind-blowing moves to these lumbering creatures. This led to some serious thought as they had to find some prehistoric type creatures that were capable of looking dead hard on the screen. Imaginations came into play and some amazing creatures were created for the

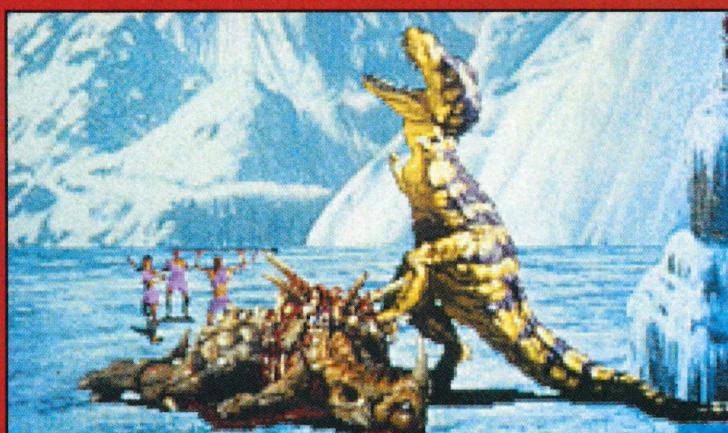
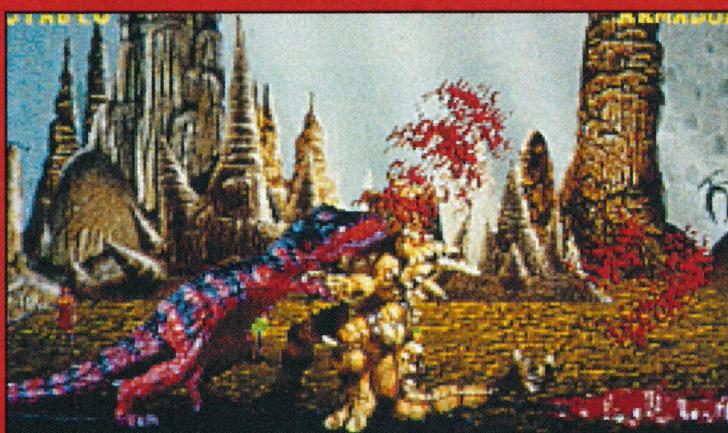
game. Amongst these are a couple of King Kong type beasts that really are the sort of guys that would have "Godzilla" for breakfast and still be capable of eating three "Shredded Wheat". As part of the continual process of fine tuning these characters clay models were built. Fully operational arma-

tures were also created and as part of this process completely new joints were invented as it was believed that those that already existed for use in the movie industry were not up to the job. Everything had to be perfect for this game, and it is. The models were then painted in great detail. Although the Game Boy can't give you the

amazing colours of the creatures this doesn't make them any less breathtaking on the finished product in other formats. There are blues and reds in many different hues that reflect the characters of the creatures that they are on.

#### **CONTROLS THAT CAN COPE.**





Another of the new innovations found in the game is the development of four button controls on most formats that

can, despite the huge number of moves, cope amply. Special moves can be achieved with relative ease though they do

take a little practice. The Game Boy version only requires the two buttons and yet is the best use of controls

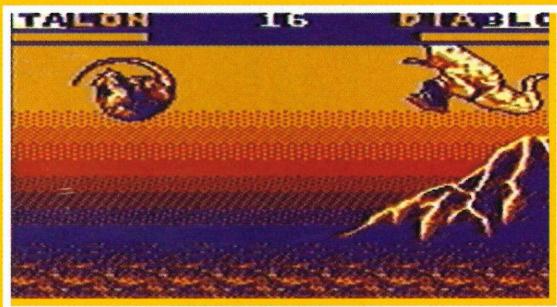
I've seen for a while. The special moves are all possible without practising for ages unlike on some fighting games that I could mention.



## THE ARCADE MACHINE

The coin-op version has so far been hugely successful attracting all sorts of different age groups all amazed by the playability and presentation of a game that is destined to go far. Two arcade machines were launched a standard 25" version and a deluxe showcase 33" version. Now the game is being launched onto the games market and is going to be available for not only the Game Boy but also the Mega Drive, SNES, Game Gear, Saturn, 3DO, Playstation, Jaguar cd, and the 32X. At the end of the day whatever you play this game on you're going to really love it without any doubt whatsoever, I hope! No really, this is in my humble opinion the game of the year and you've simply got to get it if you want to see games playing history. This game is going to be a living legend.

# REVIEW

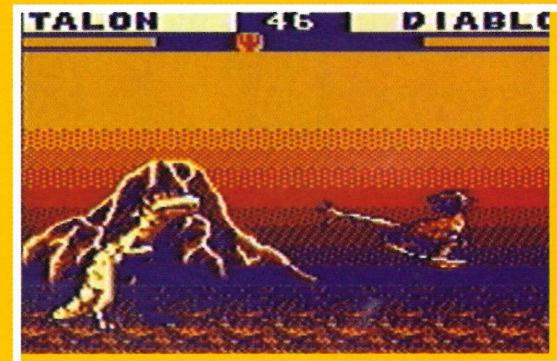
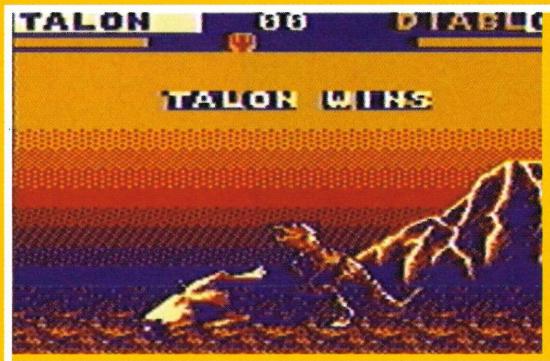


You've heard how it was made, you've heard how much effort went into it, you've heard about the people responsible but at the end of the day was it all worth while, well in a word  
**YES!@#\$%&\*!**

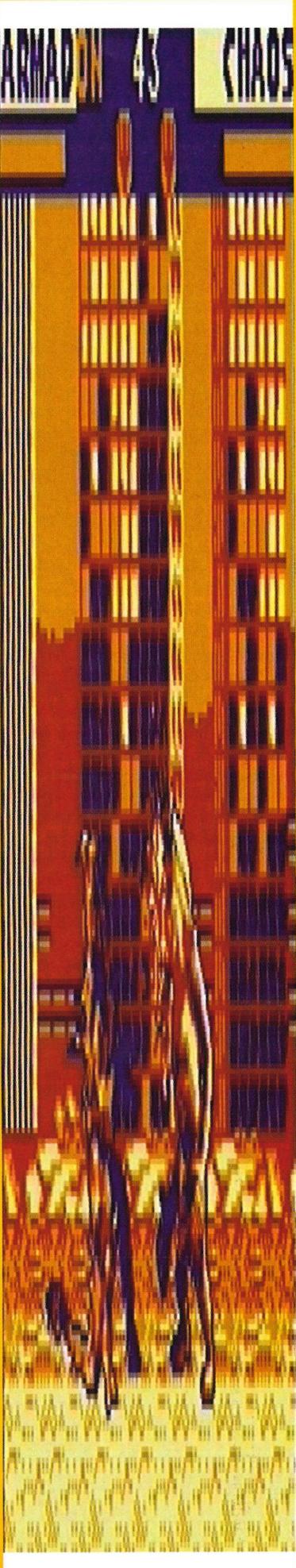
**I**This game is great. Quite simply superb. I haven't been able to keep my hands off it since I persuaded the lovely "Time Warner Interactive" PR girl to leave me with a copy. It's great, I've had to be dragged away from my Game Boy to go to bed. It's been quite a long time since I've got so carried away over a game, infact for a while I was worried that I might have final-

ly got bored with the whole computer games scene. That's a pretty worrying thought when it's your job to play games all day and then sit down and discuss there finer points. For some time I've struggled to find these 'finer points' instead I've been blinded not by the beauty of games and there playability ,presentation and lastability but by there tiring repetitiveness and failure to excite me. Then look what happens someone comes along and creates

a game that reaffirms my faith in the computer games industry. Not just some quick buck merchant out to make money by rehashing old ideas and worse, old technology, no this is a great new game with great new technology and an addictiveness that makes crack cocaine look as harmless as candy. Thank you mighty one for giving us a game to look forward to playing, a game that reawakens those now almost dead gamesplaying senses. This



# PRIMAL RACE



is a game that will go down in history as something that yet again gave the Game Boy new life. Well what's it all about, as with all games there's a story line to explain the bizarre behaviour that you are about to undertake. Well believe it or not this game is not set in the prehistoric past. Oh no it is in fact set in the future however this is not a future that you would expect to see. In this future there has been a huge measure of popu-

lation control in the form of a massive meteor that has crashed into the earth destroying not only millions of human lives but also destroying life and civilisation as we know it. Heavy enough on its own but it doesn't end there. The new "urth" is now the domain of (in the Game Boys case) six huge prehistoric creatures who have been imprisoned in the earth in some kind of suspended animation for millions of years. These huge beasts are now freed from

their long sleep and they are on the warpath. Not as you might expect against humans but instead against each other in a battle to become the dominator of the "urth". So the battle starts. The Game Boy has six creatures other formats have seven but fear not six is quite enough to cope with. Firstly there is a very large ape type creature called Blizzard. He's obviously from some kind of frozen waste land as he is actually tinged with



# GE

# REVIEW



blue. Something you might not notice on the Game Boy mmm! Anyway he has some pretty outrageous moves including some special moves that could leave you cold in your tracks, quite literally. Chaos is another of these strange ape type creatures though he's a bit smaller however he's no less tough with some special moves that will take the ground from under you. Talon is small and very quick. He's a 'Deinonychus' he has claws and his head is covered in feathers. His claws come in very useful especially in his special moves which are fast and efficient to say the least. Diablo is also pretty small and fast. If you had

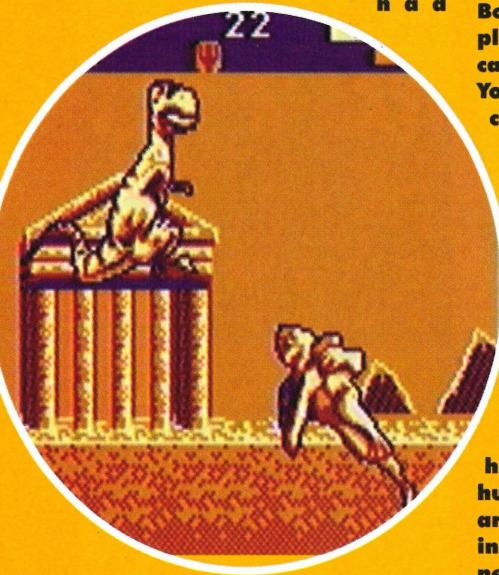
the luxury of colour in another format you'd see him as a red creature and the colour quite suits his temperament. He's an 'Allosaur' and his fiery temper is quite obvious in his special moves. Armadon is a very spiky creature that is dangerous to get to close to. Watch out if you intend to leap onto him as one of his special moves is rather spiky and could leave you feeling rather deflated. The last of our rather nasty creatures is Sauron a mighty T-Rex enough said.

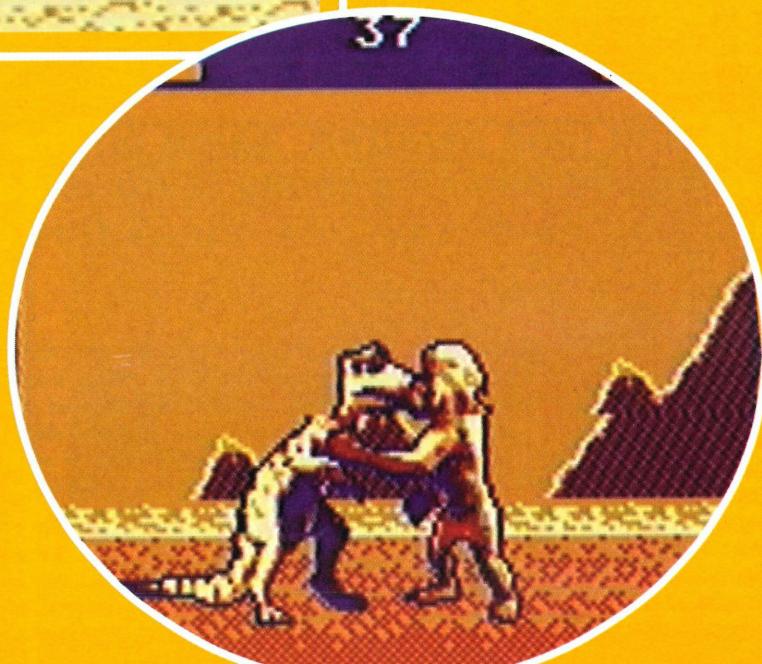
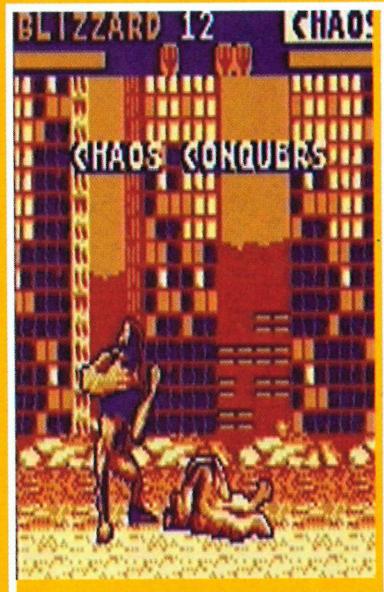
Well before you know it you are in the position of choosing yourself one of these mighty creatures to begin your quest to conquer the new "Urth". The Game Boy version only has the one player option. Despite this you can't beat it on this format. You've got to defeat all the characters who are opposing you in your struggle to make it to the top. If you succeed you will find yourself facing the bonus round and then the Final Battle. You have a health bar at the top of your screen as does your opponent and this gives you information on whose the weakest. Everytime a hit is made the health bar registers it. To get bonus health you can eat some of the human followers that are dotted around. Each time you succeed in destroying one of your opponents you will have new territory awarded to you. So eventually you will have conquered the

world.

Finishing moves are quite important. Just before you finally finish off an opponent he will stand there for a while looking rather the worse for wear. You can then perform a

very spectacular finishing move that has more importance than just looking good. You will find that you have certain creatures reincarnated for the final battle. Whether or not you used a finishing move to destroy the





creature first time around will affect how the opponent performs in this final battle. Those that were not finished off properly first time around will return fully recovered where as those who did get mashed by a finishing move will return only as ghosts.

Before this final round you get a bonus round which is where you will find yourself snacking out on humans. During this round you will find that you can gain extra points and increase your health a great deal. This is particularly useful considering the fact that you are about to face all your previous enemies with only one health bar.

The game is really quite something and you really ought to check it out at the earliest possible opportunity,. Superbly animated characters combined with individual characteristics makes for a game where you can really enjoy vanquishing the opponents that you come up against. The game play is equally superb with creatures that you feel you really are controlling despite their life like presence on your little screen. You will find that you soon really get to grips with the moves and learn when to make the most of different combinations and you will soon get to grips with some serious special moves that'll keep you going on and on in your quest to conquer the new "urth".

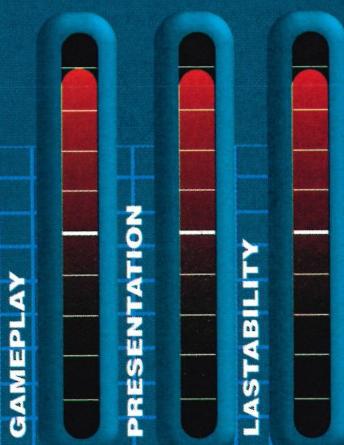
## GB PANEL



### TETRIS 2

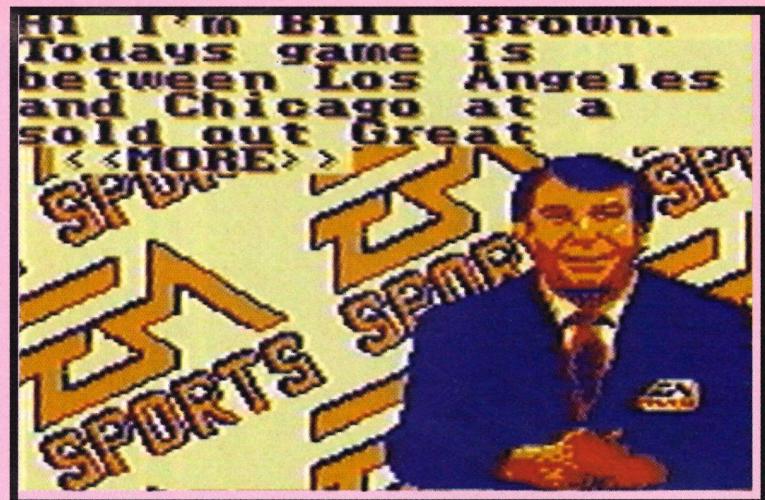
PUBLISHER: NINTENDO  
PRICE: £23.99

A game that every Game Boy user should have. Not as simple as the original Tetris but it's still got all the ingredients of a classic game that'll be around for years to come. This game represents some serious game play.



**OVERALL  
97%**

# REVIEW



# NHL HOCKEY

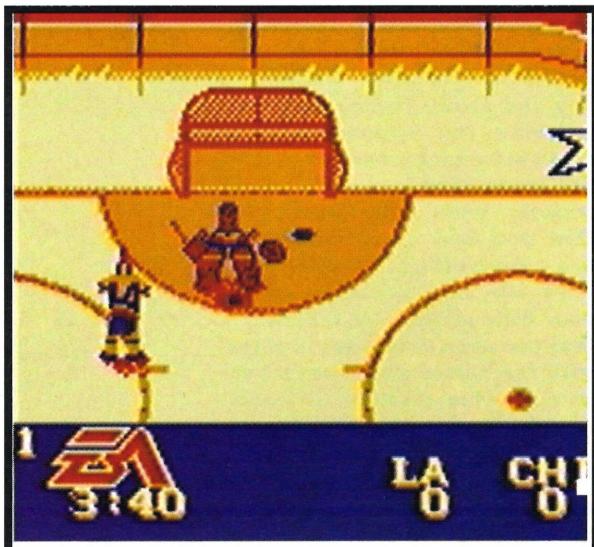
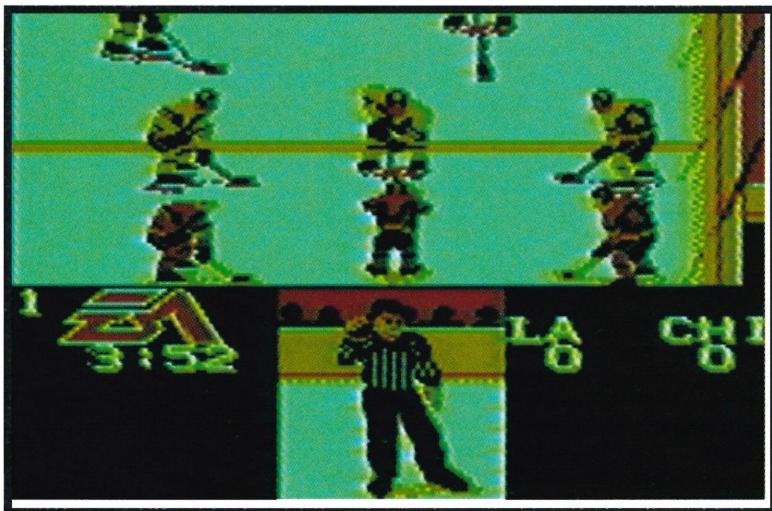
**At last another new and long awaited game on the Game Boy. Most hockey sims are very good and this really is no exception to the rule. So get your skates on and check this out!**

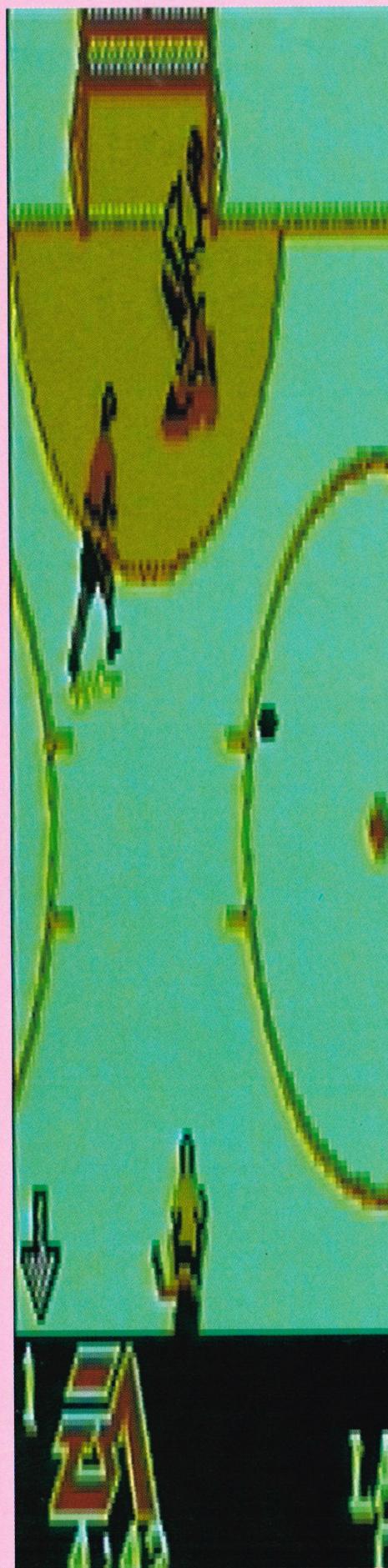
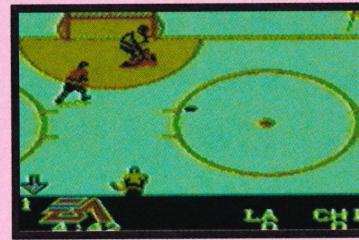
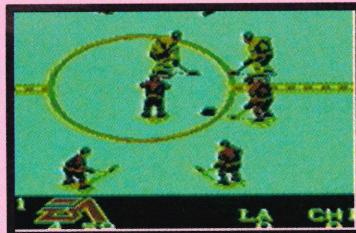
**F**or a long time now I have felt rather let down by the sporting sims that have found their way to my desk except for a few notable exceptions including the FIFA Soccer game. To many have vainly tried to reproduce all the excitement of multi million pound sports onto

our tiny duo tone screen and have failed horribly. The sprites look more like insects that have suffered a good dose of radioactive fall out than the sporting heroes that they are meant to resemble. This however is a game that actually has realistic ice hockey players zooming around the miniature screen of the game Boy. Not

only do they look real but they actually feel real. They have movements that correspond to what you do. They slip and slide on the ice as they should and don't turn ridiculous corners or stop dead instantly. Overall the game presents you with a real challenge for a change. To many games are impossibly hard or ridiculously easy but not here,

this is a true challenge for all age groups. The controls are easy to understand and equally easy to use. The A button has two uses, firstly it captures the puck and then it takes a shot at goal when you want it to. The B button moves your active star that surrounds the player you are in control of to the player nearest the puck.



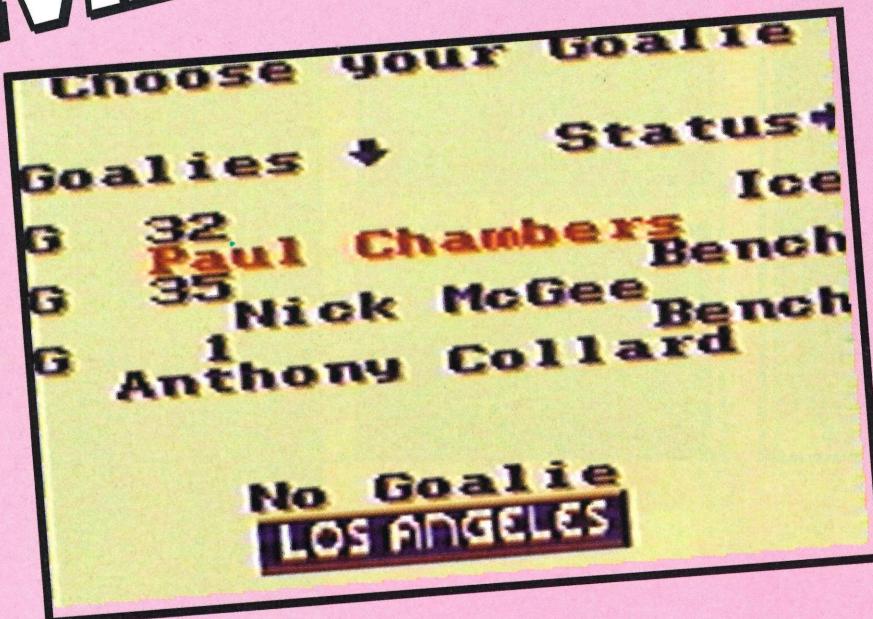


Team Roster			
Player	Goals	Rating	Status
G	32	Paul Chambers	Ice
G	35	Nick McGee	Bench
G	1	Anthony Collard	Bench

LOS ANGELES  
Galaxy Software Systems

and then can be used to pass the puck. Both the buttons are also used to hook or hold opposing players. Nothing like a good set of easy controls that you can rapidly pick up And that's the case in this game. Like all great games there's a load of options that you are presented with. Starting the game blind is a bit mad as you have little idea what most of the options are but if you're anything like me and can't stomach reading the instruction booklet then you shouldn't worry because a short amount of time spent fiddling about will soon sort you out and you'll soon see what's what. Firstly you can play a Regular season that is a single game using the teams as they were at the end of last year. It is possible to end these games in a tie though is unlikely as there is an extra time allowance of ten minutes or until one team scores in a sudden death knock out. New playoffs put you into a league where you must win to advance. In these games a tie is impossible as there are several overtime sudden death periods in the game. as many as are necessary. These periods are the same time that you have previously selected for the game. Sevens is another option where you have to win four games to advance through the league. Once you have advanced through the playoffs

# REVIEW

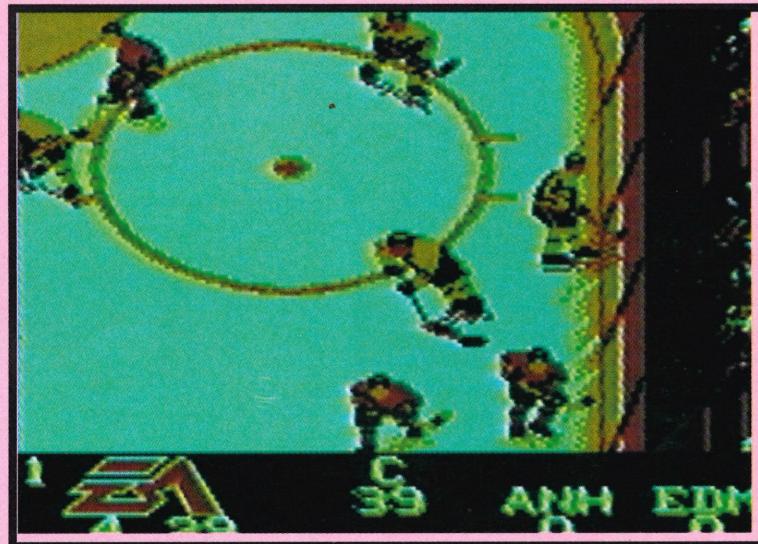


you are presented with another option to return to the level where you left off, this is quite obviously a great option that can come in very useful. The last option is Shootouts where you can take it in turn with an opposing team to go one on with the goalie and attempt to score, not always that easy. This is a useful way to practice your goal scoring, an essential skill if you have any intention of winning. The game consists of three periods with the teams changing ends at the end of each period. The visitor team which is always on the left of the option screen plays the first and third period coming down from the top of your screen and is in a lighter colour. They spend the second period playing up the field. Of course you are presented with several time options for the periods. There are three to be exact. Firstly you can choose each period to be five minutes long giving you a total of fifteen minutes, secondly ten minutes giving you a half hour game and thirdly by selecting the twenty minute option you can have a game that'll last you a whole hour. Fun or what?

Another decision you must make before you start your game is whether to have the penalties on or off. Icing is always seen by the ref whether the penalties are on or off however with the penalties off the game is far

smoother. A penalty is called when the player who gets the puck away from a group is fouled. You know what's going on because the equivalent of a computer whistle is blown. Icing is where a puck is passed over two lines. This it seems is quite simply not allowed in the rules. You can only pass the puck over one line. Also Infractions are stopped. These occur in the Attack zone i.e. the quarter of the pitch near the opponents goal. This is their defensive zone and the same goes for you. There attack zone is your defence zone.

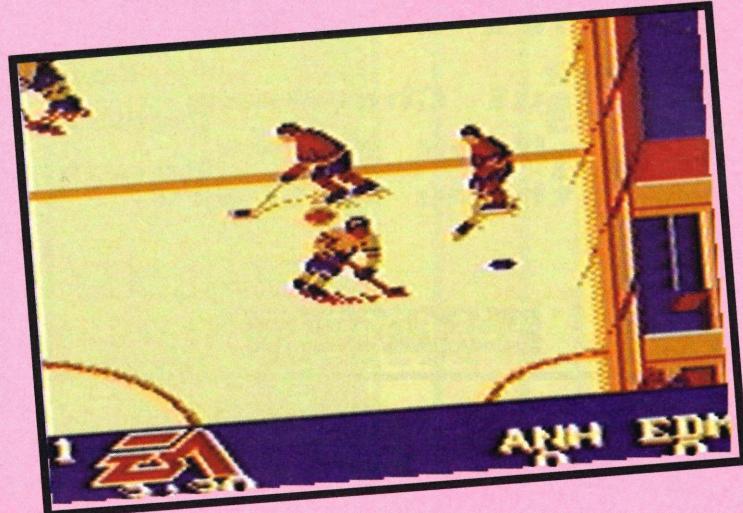
Eventually when you have finally made your way through the myriad of options you will find you get the chance to actually start a game. The game starts with the traditional face off where you face the opposing team and try either to capture the puck or to pass it away in the direction that you want it to go. Again this isn't all that easy until you've had a bit of a prac-



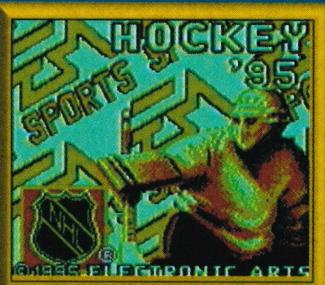
tice.

Obviously much of the game involves you in control of one player or another skating him around the pitch. The control of your player really is quite good. The only fall back is created by the limited size of the

Game Boy screen. You really can't see whose ahead of you either an opponent or a friendly team mate. Oh well, there you go, it's never going to be perfect. Passing is therefore a bit hit and miss. The best thing to do is hit the B button and



# GB PANEL



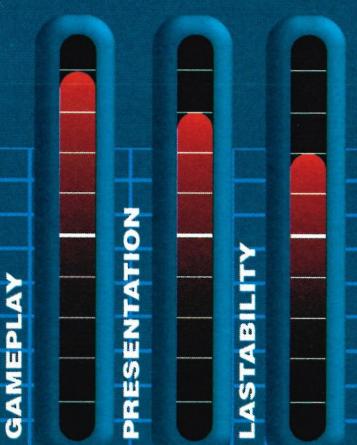
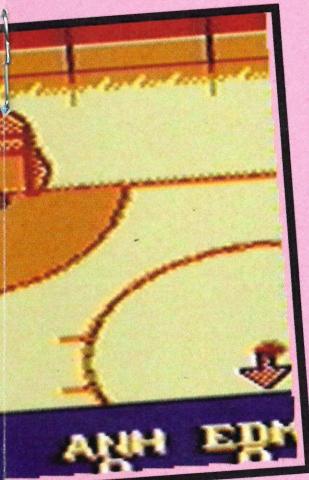
**NHL HOCKEY '95**  
PUBLISHER: MALIBU  
GAMES

This is a great sporting sim that'll give you hours of fun on the ice whatever the conditions.

Gameplay is really great and it looks very pretty on the Super Game Boy. All in all a corkingly good game.

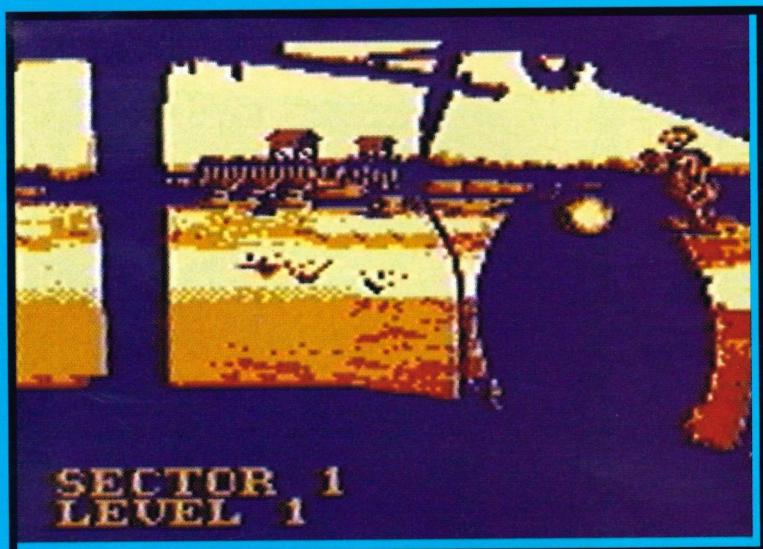
then manipulate the control pad in the direction you want the puck to go in. Then the puck will shoot off. If it's a short pass you can be pretty sure that you will succeed in getting the puck to the player of your choice. If however the pass is a long one then you can use the B button straight away to shift the player active star to the player that the puck is going to. He will then avoid any defenders that are around him and get on with things! Scoring isn't all that easy. You have two basic scoring shots, the wrist shot and the slap shot. The wrist shot is slower but much more accurate and the slap shot is harder and faster. You can also give the slap shot height and shoot into the corner of the net without a problem using the slap shot.

The Game is great on a Super Game Boy as you can see in the screen shots. It's one of those games that really is brought to life on the Super Game Boy.



**OVERALL  
89%**

# REVIEW

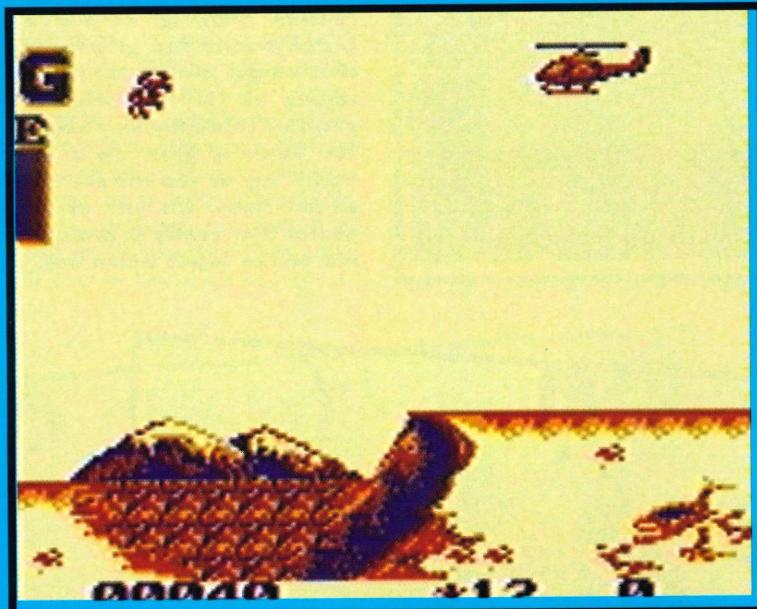


# CHOPLIFTER

Oh yes this game has been around for some time but when you're taking a look at the best in helicopter games you can't miss this one. It's a classic and it's also a whole load of fun.

**T**his is one game that I've always been a fan of. I recently saw it in a games shop for a lowly £9.99. What a total bargain. Many of you may not think that this game can hold its own in the world of Desert Strike and its relatives but let me tell you this is a great shoot 'em up that has stood the test of time well. In the guise of Choplifter '93' it really is a fun filled action packed piece of software that at £9.99 should not be easily dismissed. A helicopter rumble that takes place over five very different levels. Some of you may really have taken to the overhead view of later games but I'm still a huge fan of the side on view as is wonderfully presented in this game.

The chopper is dead easy to control and has a very satisfyingly smooth motion that really is a beauty. You can turn the chopper to face you head on or turn in the other direction. this



is very useful in shooting at tanks or gun emplacements that seem initially tricky to destroy. When you are faced head on you can shoot directly down at enemies and by moving slightly from left to right or vice versa

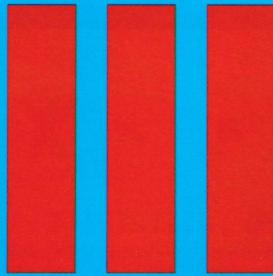
you can drop missiles down at a slight angle, very useful in some situations. The B button is used to swing the helicopter round and all the other directions are easily controlled by the direction pad. The select button can

also be used to scroll through the weapons that you have picked up along the way. The first screen like almost all others gives you a selection of options though not so many as to panic and confuse you. You can choose to have the music either on or off and you can choose to have a one player or two player game. The players take over from each other when they loose a life an option that few more up to date games seem to employ unfortunately for us. This option does make for some real competition with your friends. You also have that age old and very very useful option of a password with which you can return to the highest level that you have reached without having to bore yourself with all the earlier levels that you have already succeeded in conquering.

Well we know how it all works but why are we spreading wanton destruction through an unknown world. Well here's the

story. It seems we are in a country called Megrehb and they are rather annoyed at us. A Terrorist organisation called the NWL or new world order have raided three allied strongholds in the middle of the night spreading death and destruction. Now it seems that they have given the allied forces an ultimatum, either they or should I say we, pull out of this small state or the hundreds of

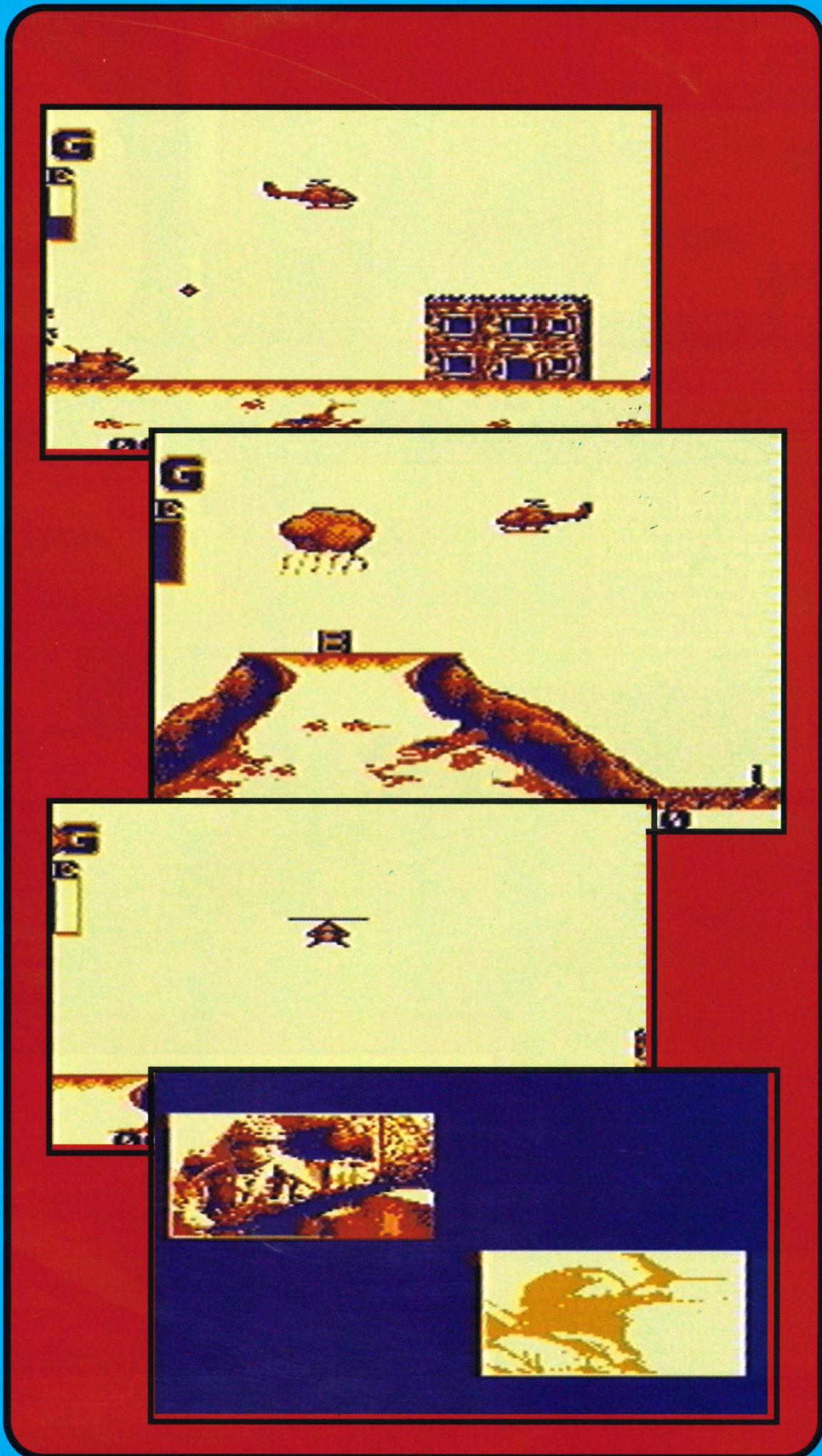
**There is so much to this game that I could go on and on all day**

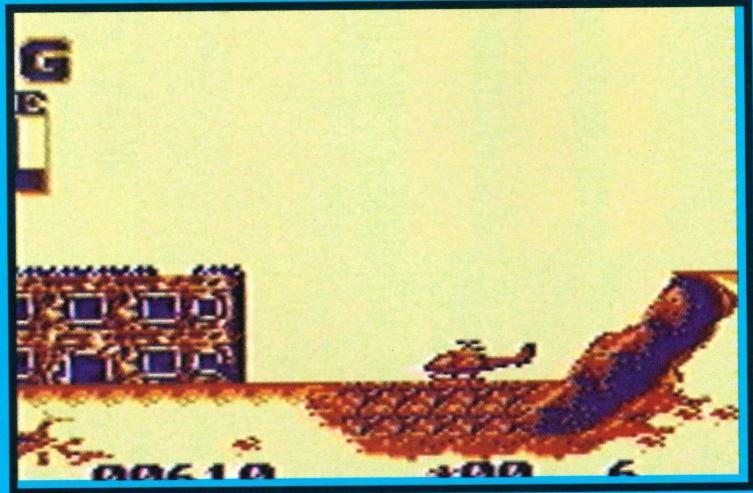
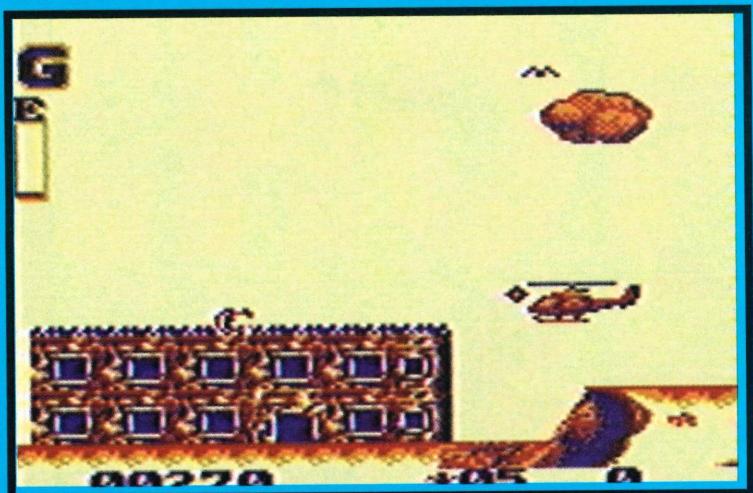
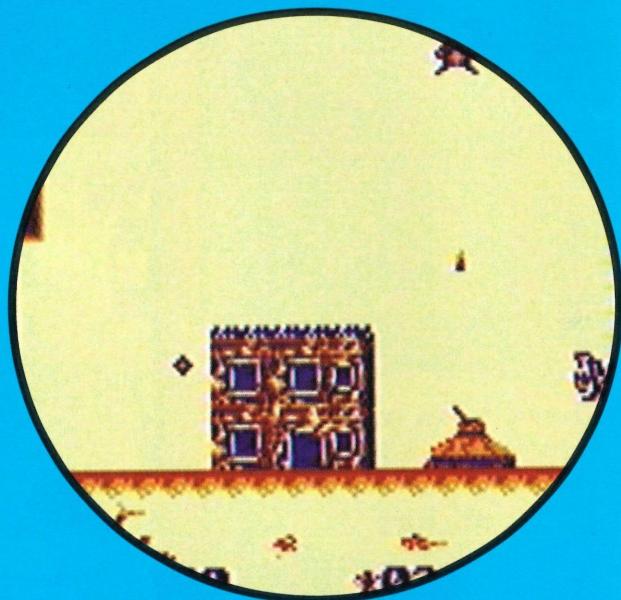


hostages that have been captured will pay the price. So you've pulled the short straw and now have to head off into the dangerous lands of Megrehb to rescue all the hostages you can find and face the music in the sound of gunfire from tanks and anti aircraft guns. Oh well here we are again facing death and destruction once more!

There are three levels with five sectors to each level .The sectors are firstly operation Sand Storm. Here you simply fly over the desert collecting the hostages on your way and returning them to base when you want to. It's not as easy as it may sound however with storm clouds to avoid and sometimes some devastatingly accurate gunfire from your opposition who really are out to get you. You must also be real careful not to crash into the rocks and the buildings as your shields can only take so much damage.

The second sector is operation Gopher Blaster. This is set in the desert stronghold of these rather insane terrorists the NWL. This is an underground





cavern and it really is tricky to fly through safely avoiding all the overhead crags and rocks let alone all the bombs being dropped on you from above by the planes that are flying overhead. As well as this there are some serious gun emplacements that can cause you some real havoc. You have to fly into some tight spots to rescue all the hostages that you see.

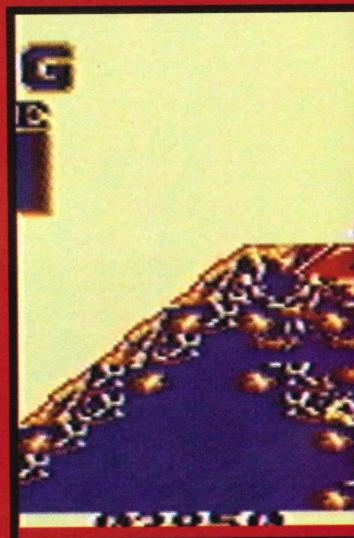
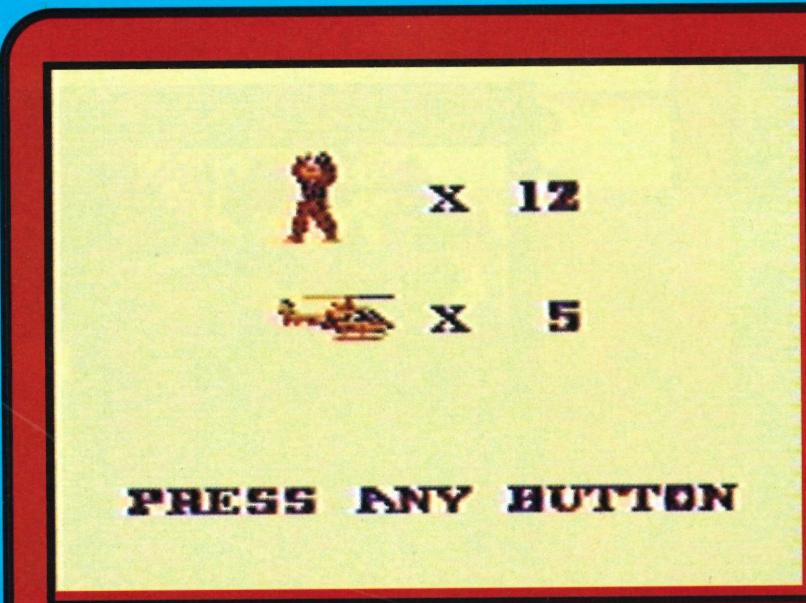
The third sector is operation High Seas Terror. Gunboats galore! This really is getting more tricky as enemy aircraft start to appear more often piling the pressure on as you desperately try to battle your way along the barges to rescue the hostages that are now being used as human shields.

The next sector is operation bush burner. Here you face all the same nightmarish challenges as before but this time you are in the jungle and you have to rescue the hostages from an underground prison. The last sector is operation Asphalt Jungle where you have

to rescue your men from the burning wreckage's of three cities along the Magrebian border. If you succeed here then you really are a total hero and

you've met the challenge of the game head on. The game screen gives you a lot of useful info that you may well need. You have a special

weapon display that shows you what weapon you are using. The helicopter comes with a machine gun and an endless supply of ammo. You can also



## GB PANEL



**CHOPLIFTER III**  
**PUBLISHER:**  
**OCEAN**

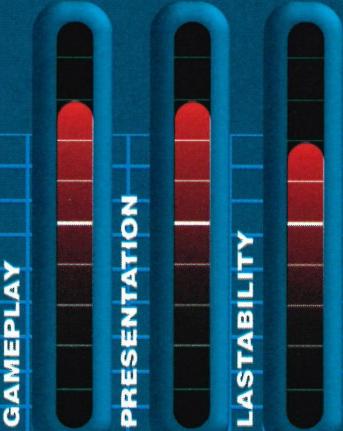
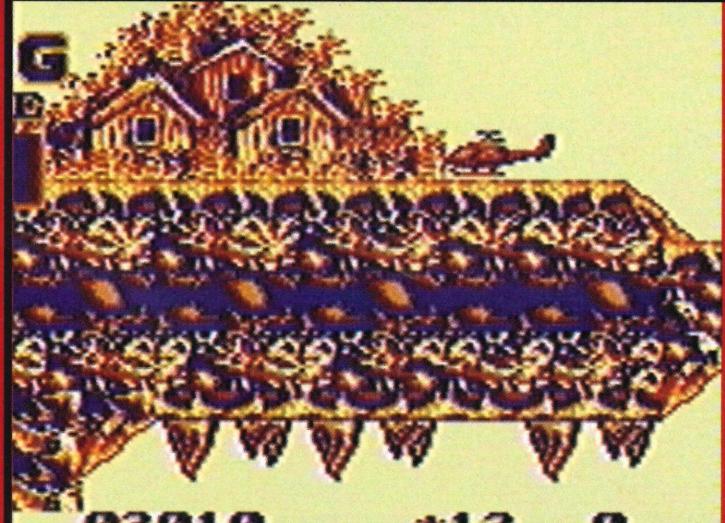
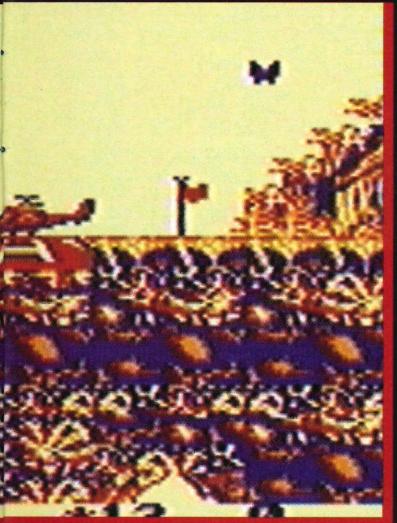
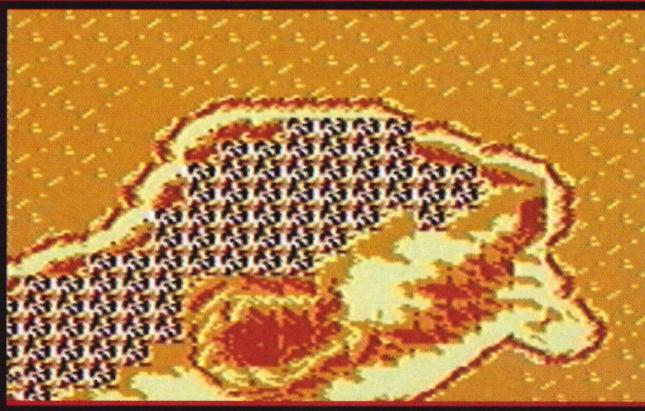
This is a great game though it may seem a little old in its make up to many of you. Despite this it's well worthwhile having a look at it as a great shoot 'em up.



**SECTOR COMPLETED**

X 6 1200 PTS

PRESS ANY BUTTON



**OVERALL**  
**86%**

# REVIEW JUNGLE S

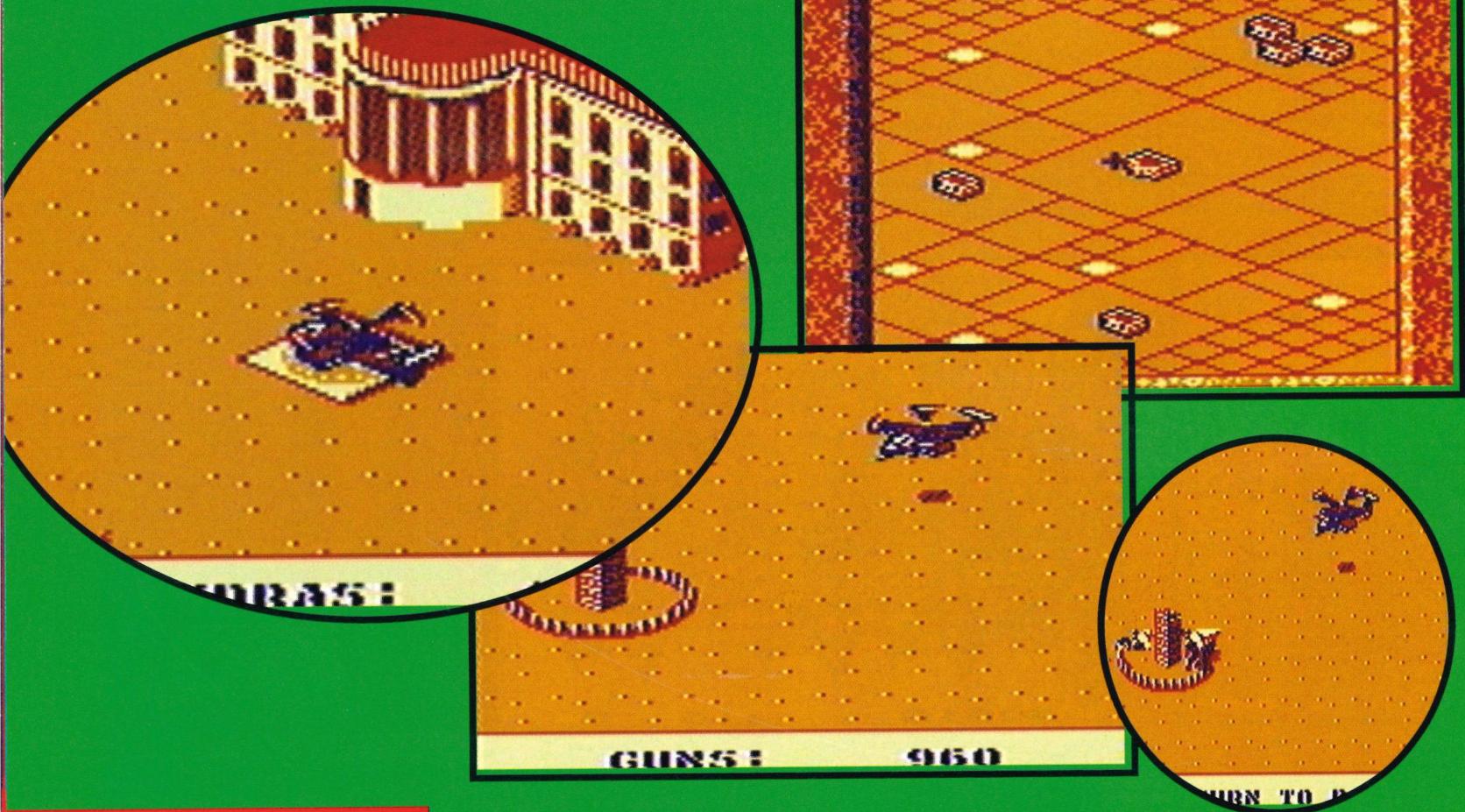
**It's the follow up to what is the greatest game for helicopter gunships but what's it really like. Is it as good as the rather superb original game. Well I set my self the task of some serious investigative journalism to see if it was just another attempt to pull the wool over your eyes and make more money with a sequel.**

Well quite frankly I don't care if that is the case because I still think it's a great game and I got a lot of fun out of it. As you might have guessed this month we think we've found ourselves with quite a superb batch of games that we've all spent far to long playing, well that's what our publisher thinks any way. Well this game is no exception. OK so it's

very similar to its quite excellent predecessor but at the same time it seems to be a very natural follow up to a game that was limited by the number of levels that it had. Also you have a serious change with you taking the controls not just of a helicopter but several other vehicles aswell and there all pretty destructive things. Eventually everybody was going to get to the end and we all did this month so we were

very glad to have the follow up on our desks so we could immediately move onto the next mission. By the end of the month we all wanted to see Urban Strike on the Game Boy. Well what can I say I've already totally given away what I think of the game so you already know the crack. Well I suppose that as I left most of the details out of the Desert Strike review I won't bore you to much if I give you the full low down of what's

what on Jungle Strike. Firstly of course you have to understand the all important story line to this game, after all what would it be without a story behind it. It would be a great bit of senseless violence that's what it would be. Well it seems that your enemy of the last game General Kilbaba is now dead but like so many of these Megalomaniacs he has an equally nutty son. Apparently equally as corrupt. It seems he has no



# STRIKE

political power but he does have heaps and heaps of cash and a load of serious military equipment that comes complete with the followers to man it. It seems he's teamed up with an arch criminal who goes by the name of Carlos Ortega and these fiendish chaps are planning a serious attempt at making a military terrorist type strike at the United States, who cares I here you cry, well it's an American Game so it actually means that most of the people who play this game will care quite a lot and anyway were meant to be great friends with the States so we have to protect them. It seems that... "Desert Strike was just a warm up. In Jungle Strike, things will get really hot". It's true too!

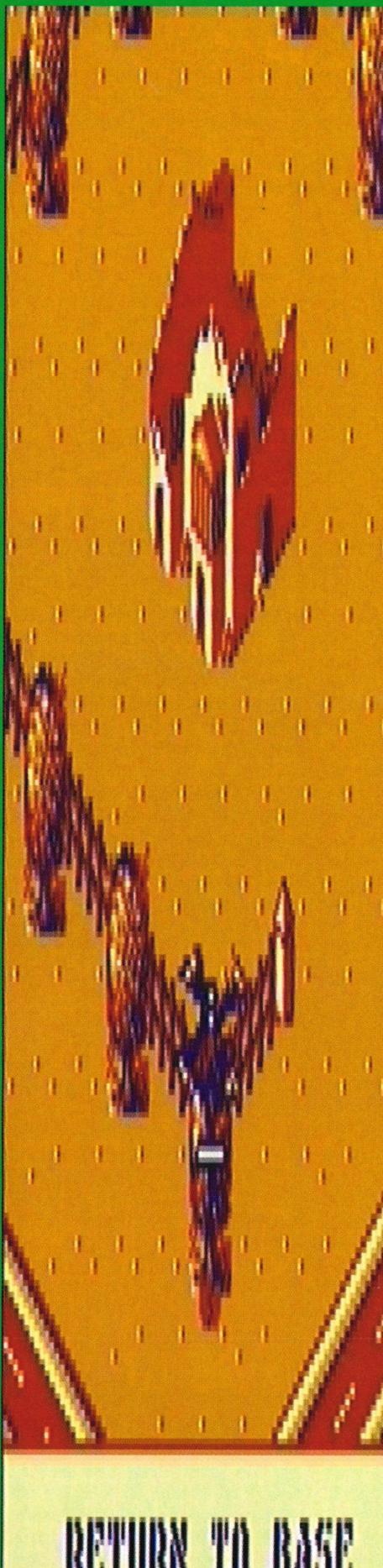
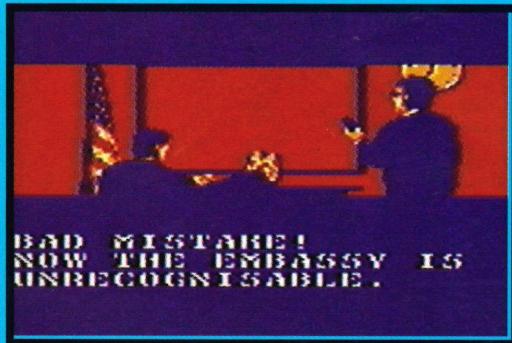
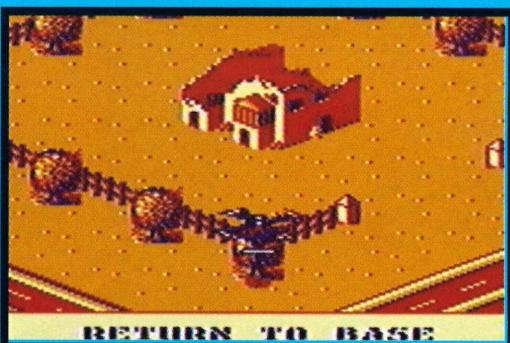
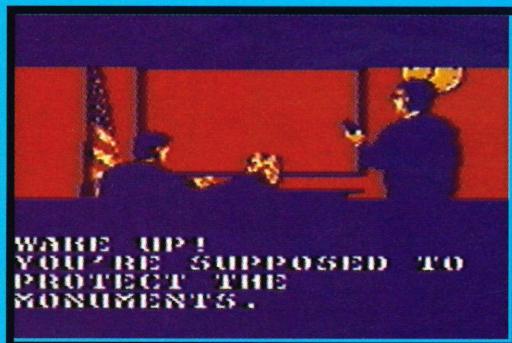
This game gives you a whole



load of modes of transport, first of course is the great gunship helicopter. This time it's not an Apache but a Comanche whatever that is. It is essentially exactly the same thing and you have the same weapons, a chain gun, hydros and of course H-Fires or Hell fires as they really are. You also have a rather neat

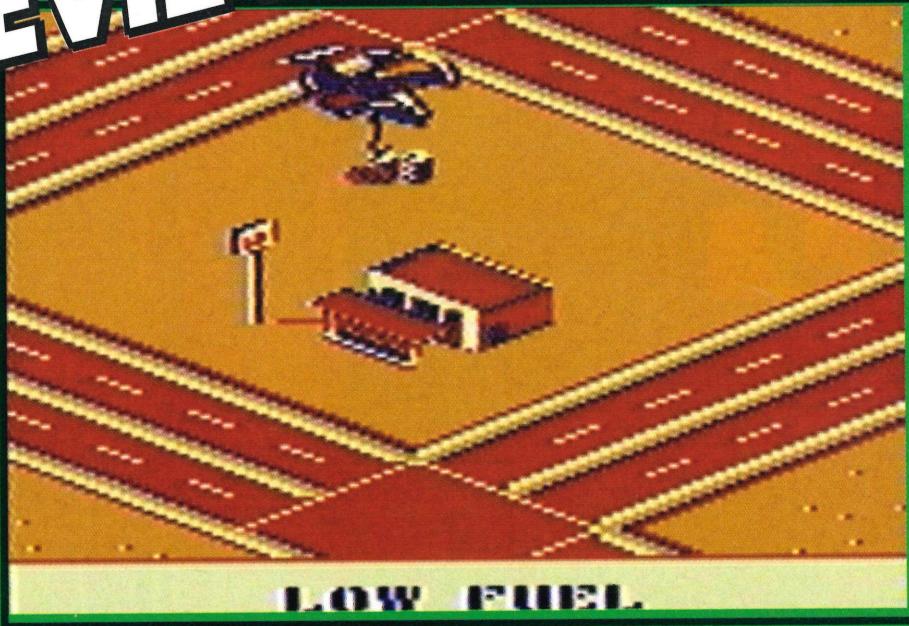
F-117A Nighthawk Stealth Fighter. this is quite hard to get to grips with but it's also very hard full stop. It has bombs, rockets and of course machine gun. Then there is the Special forces Assault Cycle with its land mines, light rockets and a light machine gun. The XL-9 hover craft is the last of your mad

## A few interesting things to see

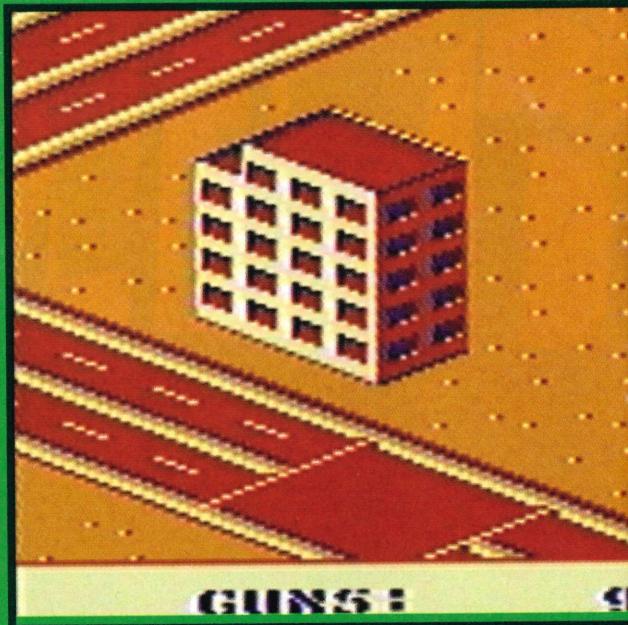


RETURN TO BASE

# REVIEW



LOW FUEL



GUNS:

military machines.

There are eight campaigns in this game and that'll keep you going for some time. The first of these campaigns is set in Washington DC. Here you are to stop the terrorists who have entered the city. Firstly you have to save all the monuments from destruction by these nutters. Then you move on to destroy the enemy head quarters. Here you will face some seriously bad mothers and they

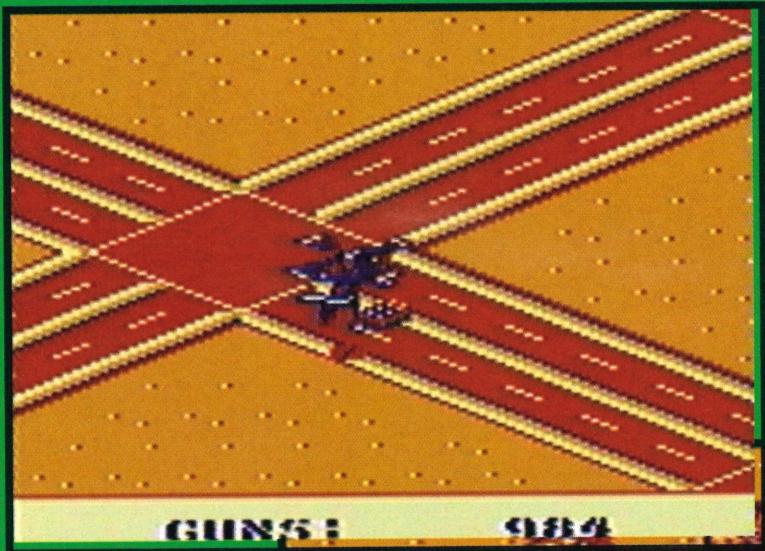
role up in heavy armour. Then you have to deal with that typically mad and suicidal terrorist weapon the car bombers who will stop at nothing to destroy all the embassies. After this you must rescue an undercover agent from the house in which he is held up in. Things pick up even more as you find yourself having to protect the presidents limousine convoy. Things just don't stop in this game as you then have to make a serious

attempt to capture the sniper. You have to get him alive to so this really gets tricky.

Deserve a rest? Yes, but you don't get one. It's off to campaign two 'Sub Hunt' and this is full of equally challenging missions. Firstly you have rescue the Navy Seals then you will get a chance to use the Hover craft after turning off electric landing pads and such likes. Then you've got to sink Speed boats and pick up all sorts of crates.

Then you have to sink the pride of Ortegas military arsenal his four subs. To do this you must first rescue a downed F-15 pilot as he knows where to find the subs.

Phew! Things get hotter and hotter and here you are on the third campaign 'Training Ground' where you have to destroy a bunch of watch towers and then seek out supplies. You then have to pick up a commando to secure a landing ground.



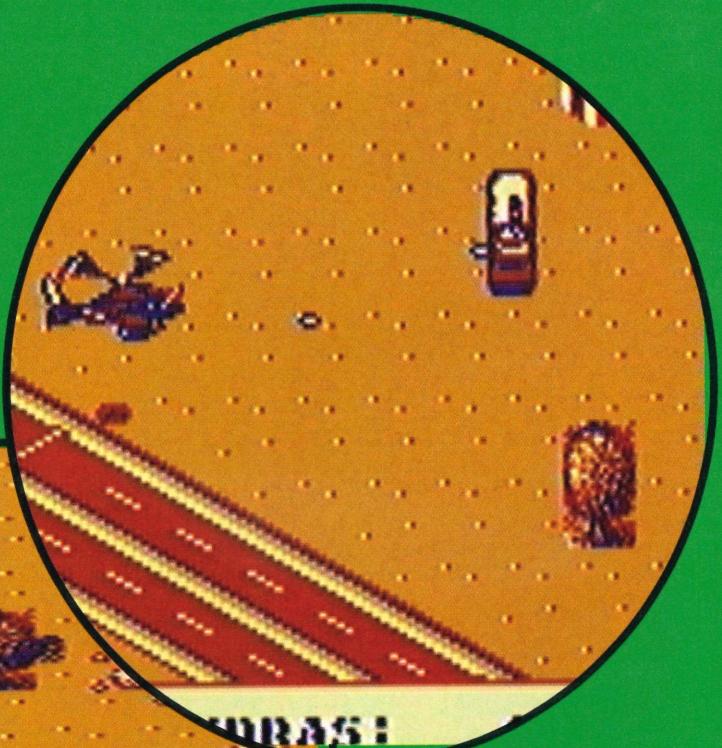
GUNS:

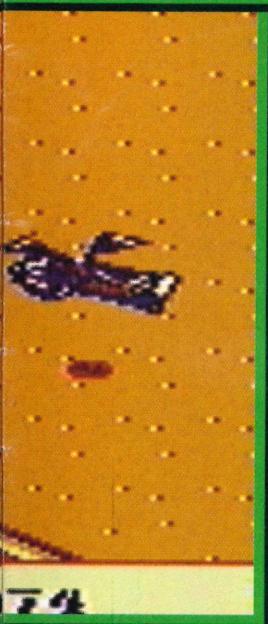
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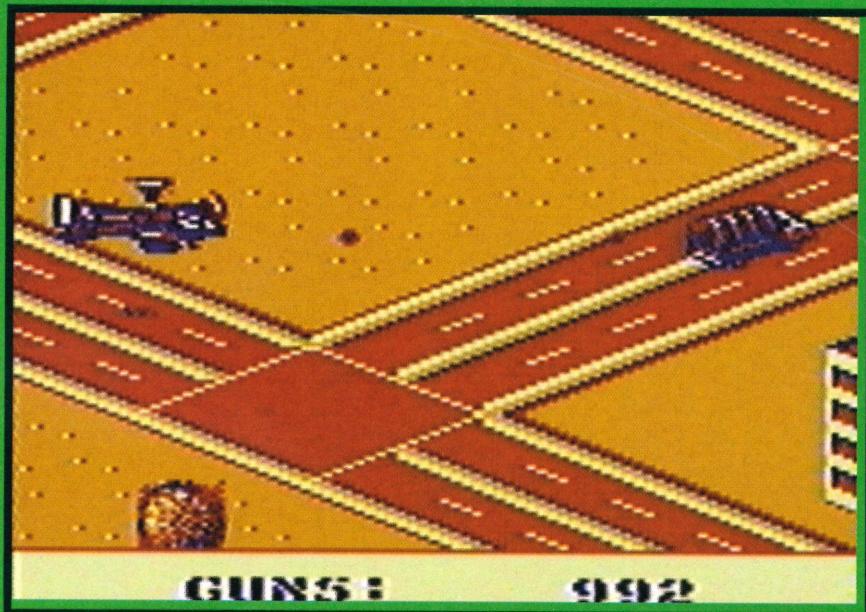
HYDRAS:

03





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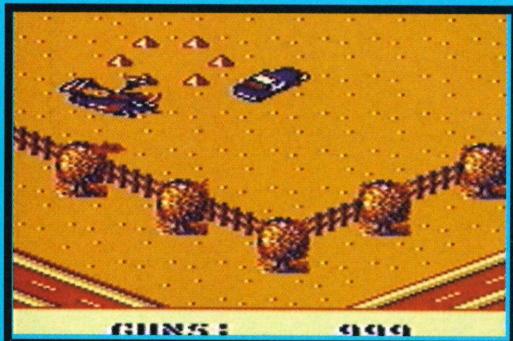
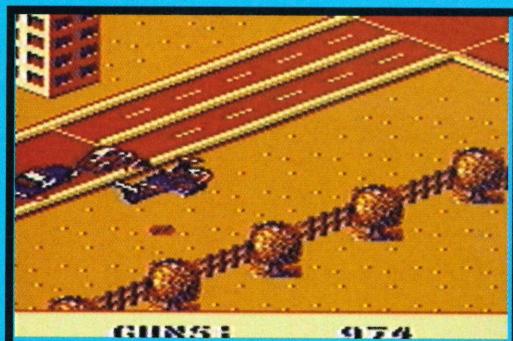


Then you must knock out a radar as this will otherwise alert the tanks as to your presence. After this you must destroy more radar's, tanks and training HQ's. The next campaigns are 'Night strike', 'Puloso City', 'Snow Fortress' 'River Raid' and 'Mountains'. There is plenty more action such as getting hold of the Stealth fighter, capturing generals, rescuing co-pilots and destroying everything you can think of

from bridges, plantations, arms factories, launchers, power lines, fortresses and goodness knows what else.

For each campaign you get three lives, it may sound quite generous but believe me it really will take three lives to start with. Anyway as you can see this game is really a good follow up to the first game and it doesn't just use the fact it's a follow up resting on its predecessors laurels to make money.

It's got plenty going for it in its own right. Well there you go then all in all a great game that should be purchased even if you own Desert Strike because it really is in a league of its own. All the three gunship helicopter games are really great and all worth a look but if you were to choose just one then this would have to be the one.



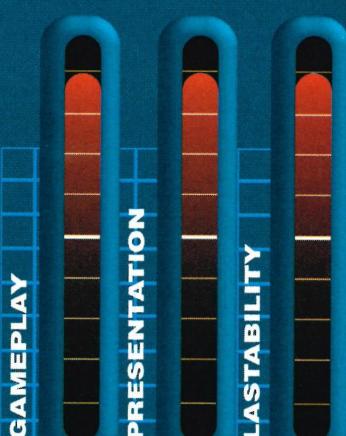
## GB PANEL



### JUNGLE STRIKE

PUBLISHER: Ocean

A great game in its own right that doesn't simply rest on the laurels of its predecessor. It had an awful lot to live up to by it managed to do it no problem at all.



**OVERALL  
90%**

# REVIEW

## PILOT SELECTION



L.T. XAVIER  
THOMAS.  
'X-MAN'

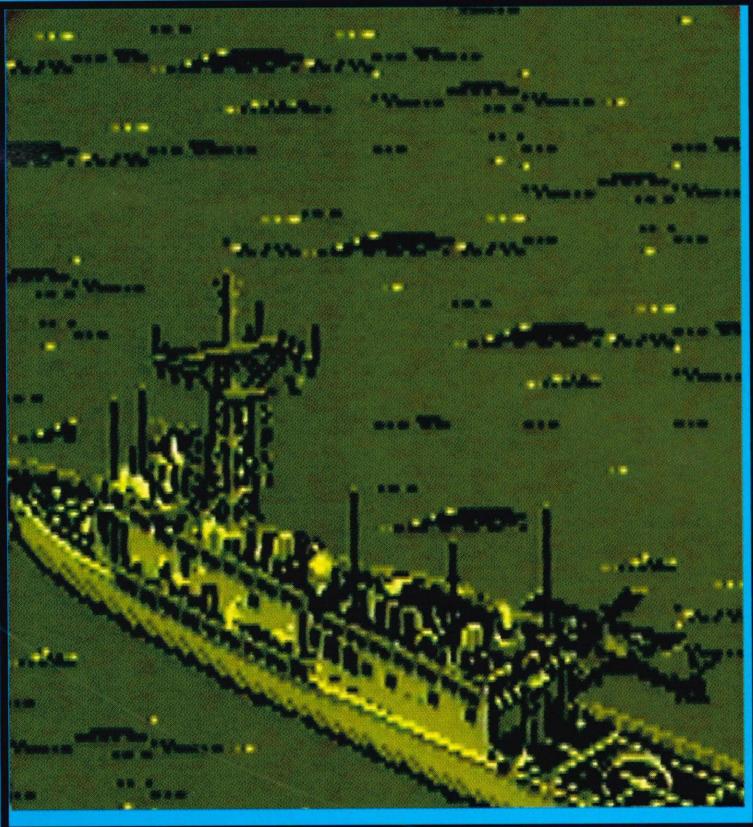
X-MAN IS GREAT ON MISSIONS WITH LITTLE HOSTILE FIRE. NO ONE IS BETTER WITH THE WINCH. BUT HIS MARKSMANSHIP LEAVES SOMETHING TO BE DESIRED.



# DESERT STRIKE

I remember playing this game on the Super Nintendo shortly after it was released and I loved it instantly . I still do ,and I must say that it is outstandingly good on the Game Boy . This truly has to be a classic Game Boy shoot 'em up .

**I**This game has been available on the SNES ,the mega drive and the Amiga . When it was first released on the Game Boy I for one wondered exactly what it would be like . It had been so highly acclaimed on other formats and I had first hand experience of what the SNES version was like . It was Quite simply brilliant ,and that view was shared by most of my friends . Here at last then was a true challenge for Ocean ,could they develop this game for our little portable friend . I was worried that it might not make the grade and bring down a great game and a great games system . How wrong I was . They made the grade and produced what is arguably one of the best Game Boy games ever to grace us ,and on top of that they showed the Game Boy itself off to it's best .Over time this game has become a true classic with follow ups like the superb Jungle Strike and the much acclaimed



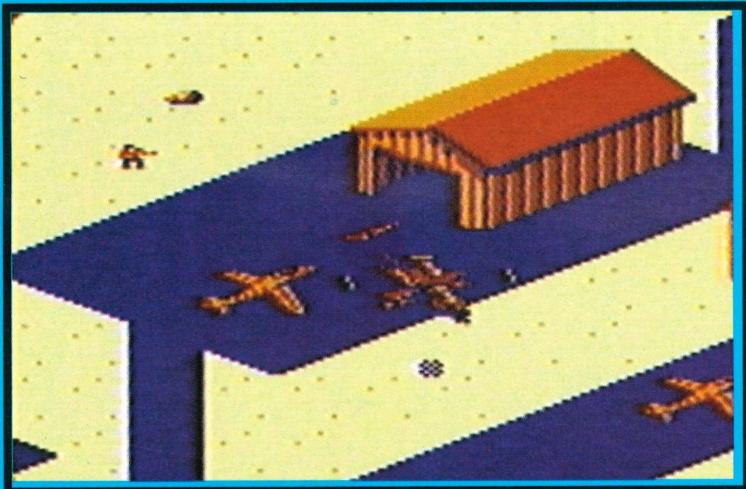
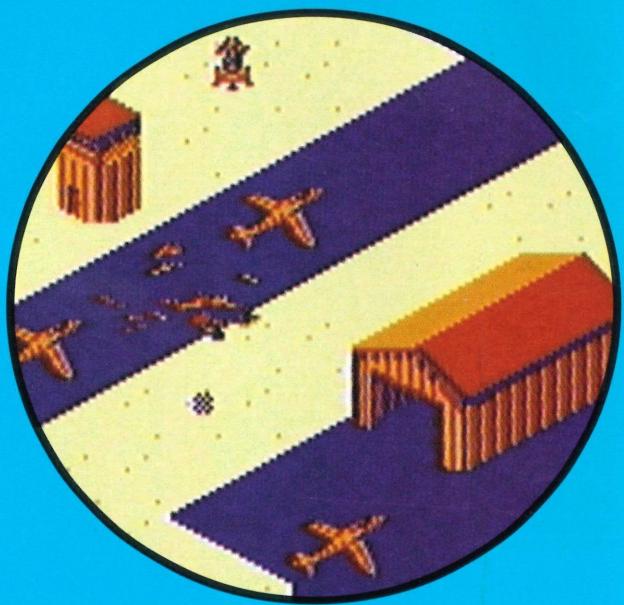
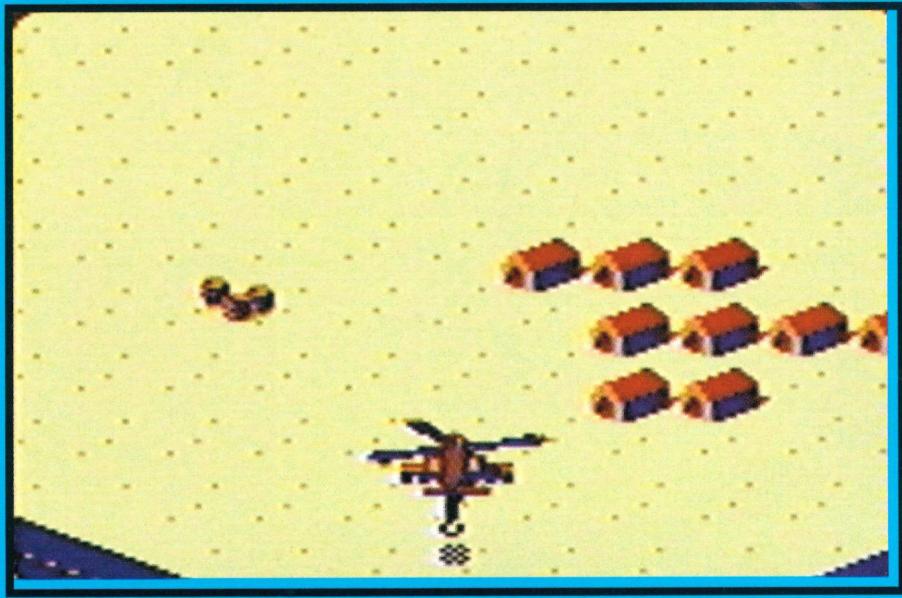
Urban Strike which is now even going to become a six part story in 2000ad. What more acclaim do you want for a game. Of course it is Desert Strike that started it all and really should get the credit in my opinion. All three of the games that we are reviewing are of course published by Ocean so it's only reasonable to expect that they get better with time and with new developments however this is not entirely the case as infact the follow up ganes in the Strike series are really simply adaptions of this the original game. It is a great deal more of a game than Choplifter 3 but that doesn't make it outrageously better, Choplifter 3 is still a really very playable game. Desert Strike is simply more modern and more realistic. For a start the helicopter is based on the Apache, in fact it's actually meant to be an Apache of which Britain has just ordered a whole load. The game really is totally action packed. We are given level



E

after level of hostage rescuing ,puzzling and of course blasting just about everything you come across into oblivion . This includes all sorts of things from tanks and other armoured vehicles to soldiers ,buildings and radars . To do all this blasting and believe me there's plenty of it you will find that you are given an excellent selection of weapons. Firstly there is your machine gun or chain gun as it is often known , you also have a load of Hydra rockets that are even more lethal and then there are the ultimate Hellfire anti Tank missiles that really do the job no questions asked. You do only however have limited ammunition. You can carry up to 1178 cannon rounds, 38 Hydras, and 8 hell-fires. You do, this means, have to look out for your ammo situation as it would be all to easy to get carried away and do all your Hell fires in one go as you recklessly blast away at anything that even hints danger to you. The game is almost exactly the same as previous versions with the view being a 3D effect . The view provides us with a pretty good all round peripheral vision giving you plenty of



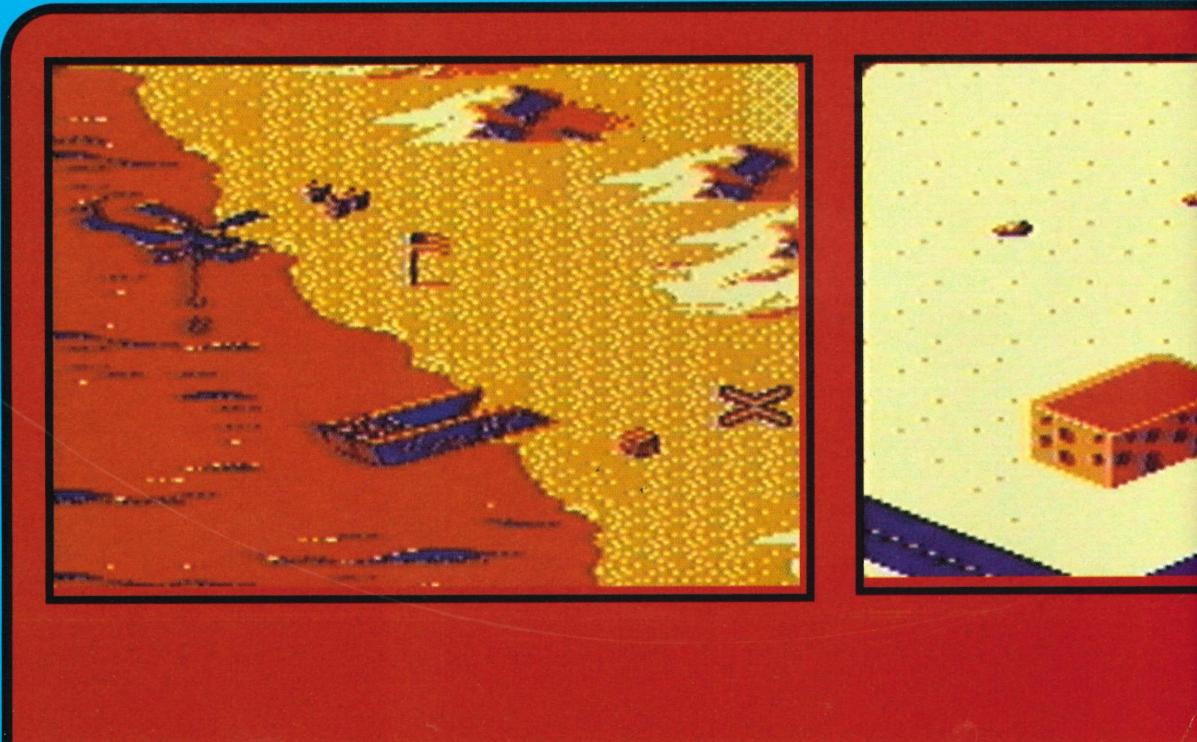


time to see what's happening and believe me you need it . Things have a nasty habit of creeping up on you and taking some pretty lethal pot shots , so be prepared to move as quickly as possible to retaliate . Amongst the things that are going to try and have you for breakfast are little men on the ground with either AK47's or Aphid ground to air missiles. These are nasty irritating things that are hard to hit and wear away at your armour. You will also come across AAAs these are anti-aircraft guns and have pretty fast rates of fire. The Rapier missiles really can inflict some damage on you more than anything else but they only fire every two and a half seconds so you can scarper or destroy them. It's the VDA and ZSU's that really are a pain in the butt as they are mobile and have very very rapid rates of fire and on top of that they inflict huge amounts of damage. You'll soon get the hang of moving around as the Helicopter is really easy to control. If slides around and you soon get used

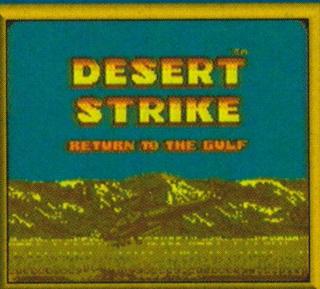
to the slight drift it has that really makes it a lot more realistic. You will soon find yourself wasting precious fuel as you get the Helicopter spinning around and doing sort of reverse skids that come in real useful if you find yourself getting into trou-

ble when you aren't feeling up to it. Another thing to watch out for is buildings because believe it or not they can cause you some serious damage if you crash into them and you will find yourself going spinning. The levels start off quite easily

but don't get to complacent as before you know it you are thrust right into the centre of the action which can get pretty hot . On top of this you have the handicap of limited ammunition ,fuel and of course shields . It is possible to increase your ammo



# GB PANEL

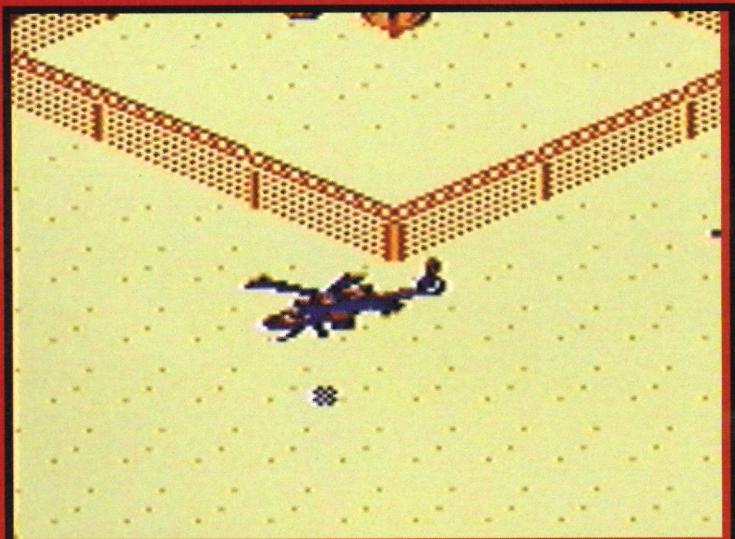
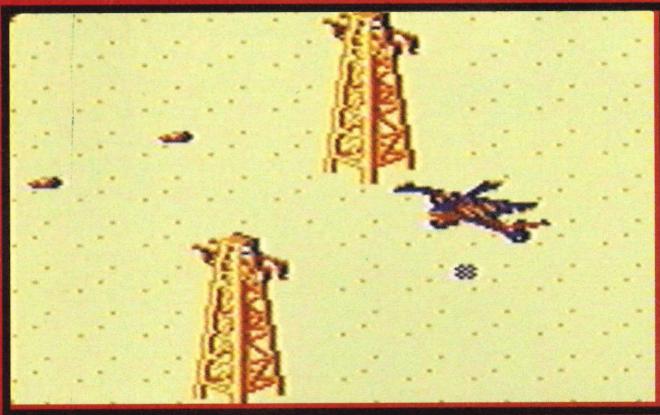


**DESERT STRIKE**  
**PUBLISHER:**  
Nintendo

Need I say anything ,no I don't think so . We all know this game is an absolute epic . In the annals of history surely this will be remembered alongside the American Civil War ,The Battle Of Gettysburg . The Battle Of Bosworth Field and 1066 infact this game makes Ghengis Khan and his Golden Hoards look like a boy scouts picnic and he's famous for offing over a million people in one weekend and making it in to work on time on Monday morning without a hangover. That's nothing you should play desert strike .

GAMEPLAY	PRESENTATION	LASTABILITY
85%	88%	85%

**OVERALL**  
**90%**



,shields and fuel by finding areas where they have been dumped and then picking them up with your winch . You also can pick up hostages or lost troops with your winch . You will find that by blowing up buildings it is possible to reveal even more goodies for you to restock with . In the early stages it seems that you have plenty of these supplies ,however as you get further into the game you may well find that a bit of tactical thinking is necessary in order to complete your mission on less and less supplies . The trick is to be as efficient as possible and use your supplies very sparingly throughout your missions.

This game is quite simply stunning on the Gameboy providing us with some excellent action and a bit of serious gameplay . It's an epic of a game with a story line to match . The story of course involves an arch villain who is of course of military extraction . His name is General Kilbaba and being your typical megalomaniac he has aspirations to take over the world with his huge military forces and yet again you have drawn the short straw and have been chosen to take to the sky's in your battlecopter (a serious piece of equipment) and sort out this little upstart . You only have three battlecopters so you have to make sure you tread carefully or your mission could end prematurely and what a shame that would be for the rest of the world . This game is a corker and if you don't have it then you should . It's another game for the Gameboy hall of fame .

# WRITE HERE WRITE NOW

Here we are again with a whole page dedicated simply to you and whatever you have to say about us, about you or about anything even vaguely connected with the Game Boy world and this Magazine. Again this month we had a pretty full Mail Sack and I'm only sorry that we can't print all of your letters. Here however are a few so remember to keep them coming!

Dear G B Action,  
I have to disagree with what you think Of Nintendo World Cup. Me and my friend have it and we think it's real good. You have a simple game and it is not very hard to control. We think that you should give it a bigger overall score of maybe eighty something. Your FIFA Soccer review was really making it sound good. Is it really that good and should I buy it?

Simon, Lancs

Well young Simon, firstly Nintendo World Cup was lucky in my eyes to even get as much as the seventy four that it was given. To give it a score in the eighties when its up against as much stiff opposition as it is would be criminal. There are a lot of good Football simulators out there and this is not in the upper echelons of this genre of game. As for FIFA yes it really is a pretty good game. All of us here at G B Action really rate it as the best soccer game to hit the small screen. As to whether it's worth buying only you can answer that. If you think that Nintendo's World Cup is great then yes,

you'll love what FIFA has to offer because in my opinion it's much better.

Dear G B Action,  
I'm just writing to ask if you have any plans to do a review or a guide for Jelly Boy as I think that it's really great and would like to see what you have to say about it. Also will you be reviewing more classic platformers as I feel that you still haven't covered some of the real greats,  
Rick, London

Yes we are intending to cover more classic platformers and we realise that there are still a lot of them out there that deserve some attention that they haven't had for ages. All our specials such as the sporting special and the beat 'em up specials are ongoing ideas and you'll find that we're going to keep on with them until we feel we've covered all the games that we should. As for the Jelly Boy game, well, there's a copy in the office as I write so don't be surprised if you see it in the next few issues.

Dear G B Action,  
I'm a long standing Game Boy owner and have most of the games you review. My collection of Game Boy bits and pieces is really big as I've spent a long time collecting as much as possible. I really enjoy my Game Boy still and think it's simply the best portable games machine on the market. However I have never brought or seen in use the Language things made for the Game Boy. I think they're made by Berlitz or somebody. I'm interested as I'm going on holiday to France in two and a half months time. Do you know if there worthwhile and will you be reviewing them even though they're not games?  
Hugh, Bedfordshire

To be honest all of us here know what you're on about and we know nothing about them. However our editor suggested last month that we looked at a couple to see if they are any good. They certainly have the potential to really widen the use of the game Boy so I'm sure that others will be

interested. Hopefully in the next couple of months we'll get our hands on some and at the very least do a feature on them.

Dear G B Action,  
What do you think of the new multi coloured Game Boys? Is it worth spending an extra amount of money on one over a normal style Game Boy?  
Mick, Rutland

Well that was very short and to the point. The new Game Boys are in our view excellent. Anything is that breathes a new lease of life into the old Game Boy. Maybe this will prove to the software houses who've stopped making Game Boy games that the Game Boy is far from a spent force. As to whether you should buy one well, Why not?

Dear GB Action,  
I have always thought it strange that a magazine that is so specialised in its readership should have a section on something which really has nothing to do with the rest of the magazine. I am of course referring to the now regular manga feature. Don't get me wrong I really don't have anything against it but I do feel that these two pages could be better used to review more games.  
Jamie, Liverpool

Well we realise that there are a few of you out there who don't fully appreciate the Manga section but equally there are some of you who do. Whatever we did there would always be those who didn't approve so we go with the flow. If you read this months Manga Mania then you'll see what our manga Man has to say about this.

That's your lot for this month, see you next time!

# MANGA!

**W**ell here I am again, but only just. Can you believe it. I've only got the one page this month. I was shocked but there you go. To be honest it's just as well considering the sort of month I've had. I've only had the one Manga video to keep me going all month, I think that I might be suffering some kind of withdrawal symptoms because I'm finding it increasingly hard to get out of bed in the mornings and a day without Manga is a day that I'd prefer to forget. I have however had the pleasure of reading the new "Tank Girl" comic which Manga are involved with and for those of you who haven't read it then I suggest you get out there right now and purchase a copy because it's really quite something. Any way the one film that I was lucky enough to get my hands on was at least something in the region of 100 minutes so it did almost keep me going between playing on my Game Boy.

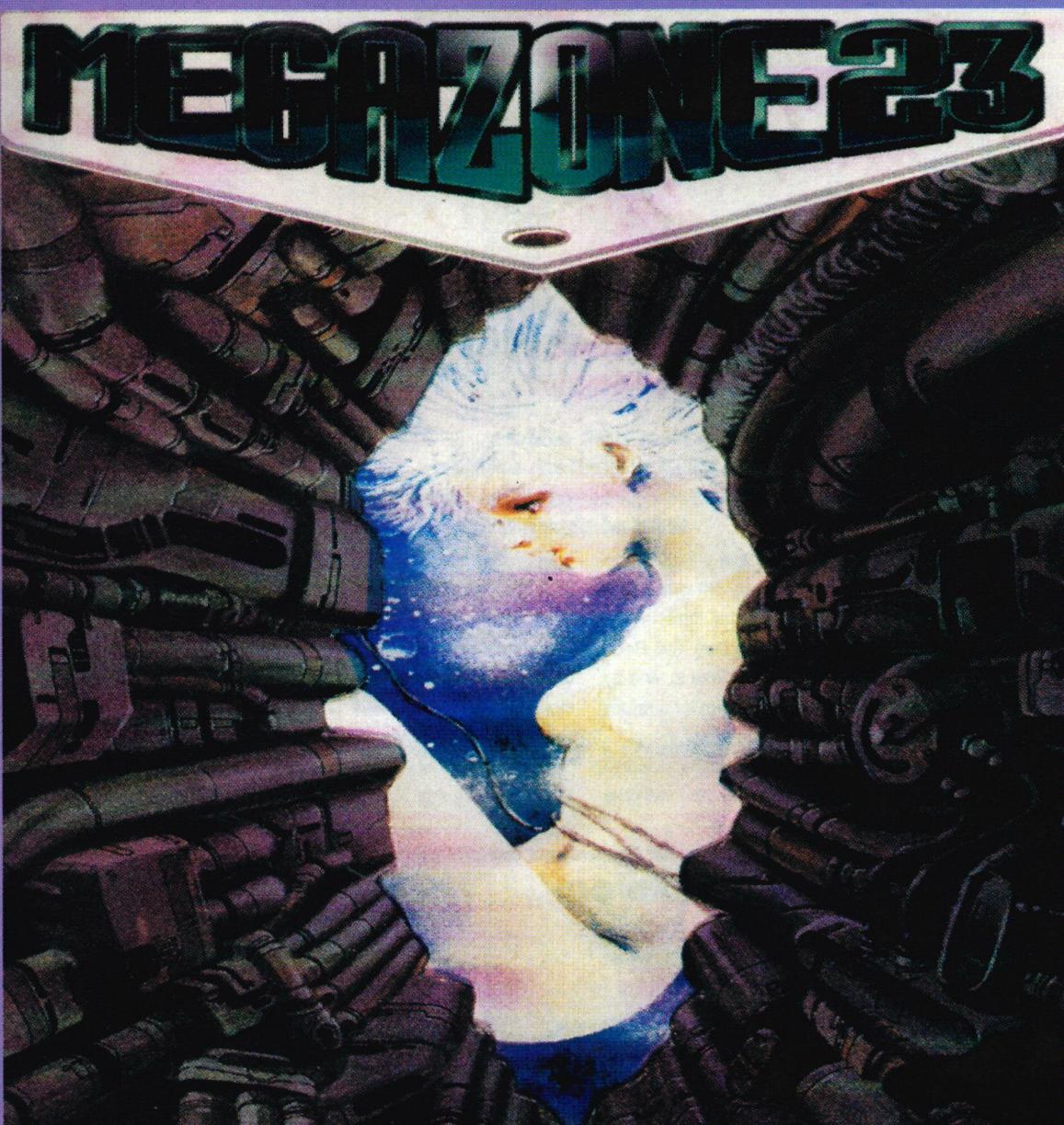
## MEGAZONE 23

Well you guessed it. This is another great animated film based in another slightly different vision of a future world. It seems now though that they are into virtual reality and its future role. Again we have all the necessary ingredients for an ace cartoon (ooh! can I really call it that?) You've got a hero, you also have of course the all important love interest and you've got an overwhelmingly difficult situation that has to be overcome. Chuck in some serious baddies an ancient power a lot of destruction and the all important future society, stir it all around and mix it all up and you get another great offering from those people at Manga. This future earth is not so shaped by the now relatively

outdated concept of nuclear war and the post apocalyptic aftermath but by environmental disasters on a huge scale that have ruined the planet and forced huge sociological changes. Well the hero goes by the name of Eiji Takanaka and is an ex Computer hacker or "netjacker". He is now an ace virtual reality pilot leading to his move from relative obscurity into the

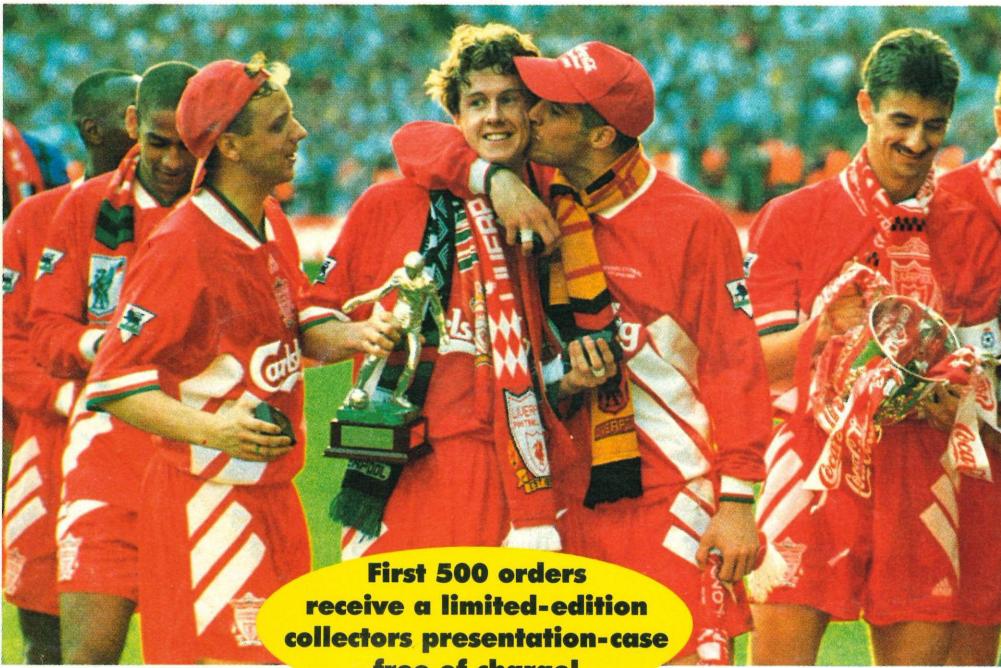
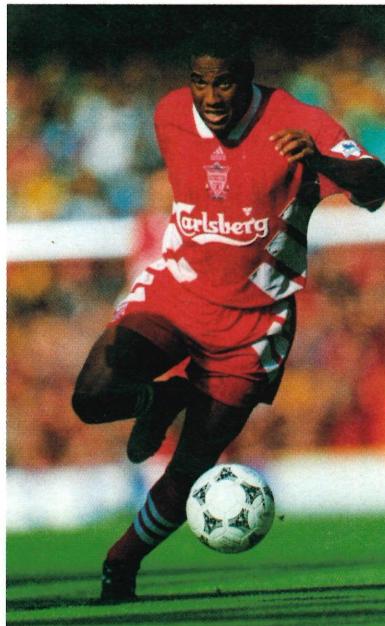
centre of a whirling melee of power politics, violent struggle and corruption. His love interest goes by the name of Ryo but that's enough about her. The city goes by the name of Eden and it's a sprawling "techno" metropolis. It's governed by the E.X Bureau and a sort of religious nutters SYSTEM. E.X.'s rivals are the Orange Amusements Corporation and

they have serious plans for Eden that don't include the SYSTEM or E.X. Things however get even more complicated, as if we needed them to, and the reawakening of Eve a force from the planets long forgotten past signals the coming changes. This is a serious film and doesn't represent the whole story so there could be more waiting in the wings.



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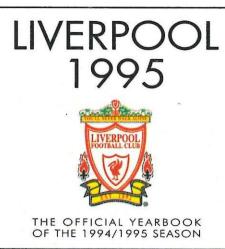
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